

PAPER MAYHEM™

"The Informative Play-By-Mail Magazine"

ISSUE #74

SEPTEMBER/OCTOBER 1995

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INSIDE!

Atlantrix

Blitzkrieg

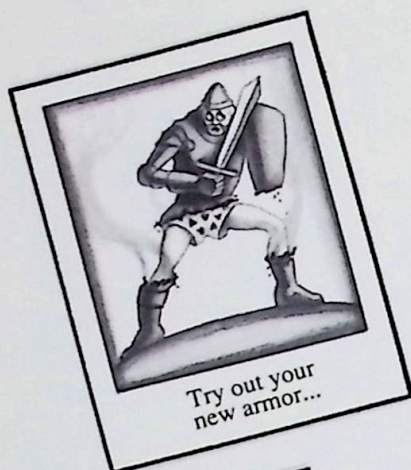
Continuum

SpyKor & more

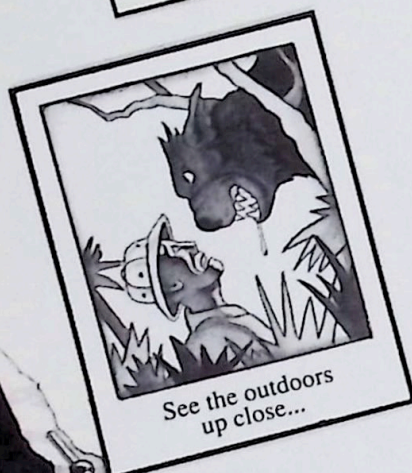


Scott Jackson

OUT TIME DAYS



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new armor...

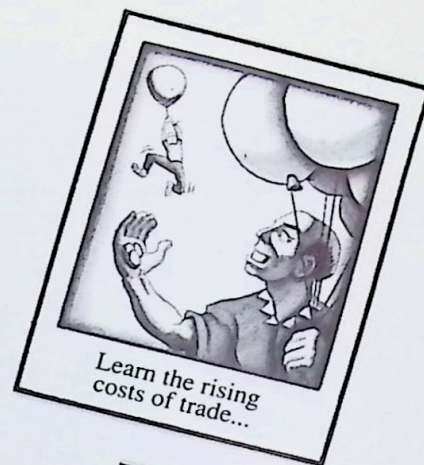


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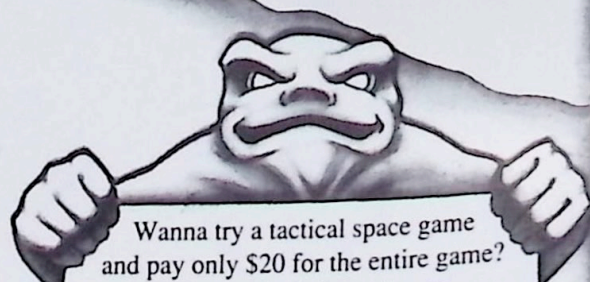
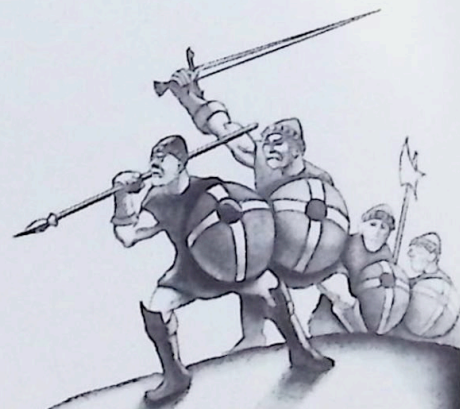
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September/October 1995

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Editor David Webber
Assistant Editor Elaine Webber

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Stellar Knights

& More!

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Where We're Heading...

Hope many of you are keeping cool. It has been very hot here lately, around 100 degrees for the last several days. This makes it hard to work, even in the air conditioning. With all of this heat, there seems to be less news to report. People are probably just trying to keep cool or most people are on vacation.

There is a rating sheet included in this issue of Paper Mayhem. There was supposed to be one in the last issue, but I hadn't caught up on all of the changes. I think I have all of the changes on it for the time being. Of course I know that both the readers and companies will let me know if there is a game or company left off.

Elaine and I will be at GenCon. Hopefully, if everything goes as planned, you will be reading this by then. If so, stop by our booth and say "Hi!". We print extra copies of this issue and hand them out for free. What better way to get more people involved in PBM!

This brings up a question that I am going to ask. I figure that there are enough of you

out there that are willing to give your opinion and I am looking for your opinion.

How do you promote PBM? Do you tell your friends and are they involved? How would you promote PBM to people that you don't know? Do you favor PBEM or the old way or regular PBM through the mail?

Well I asked more than one question, but I guess I am trying to ask is do you think more people would get involved with PBM if it is through the mail or E-mail? It seems that more companies are offering E-mail turns as an alternative and other companies are going completely E-mail. Does it matter to you?

Would you go out and buy a computer just to play E-mail turns? Would you just ignore a



PBM company if all the had was just E-mail turns?

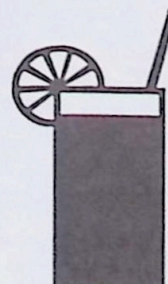
This is probably enough questions. This isn't an essay contest, but I would appreciate your input. I am just curious at what you think about E-mail and the future of PBM.

I am looking for articles and/or reviews of Captain's War, Orc Ba'al, Warriors & Wizards, Toadal Chaos, Lizards, SED 9: Glory War, Magika, Threat, Gunner, Charioteers, Miller Systems WW2 Campaign, Stellar Warlords, Island Takeover, Riftlords, Haunted House and Guilds of Honor. These are the newer games that are on the market. I am after mainly reviews about these games and don't want any fiction on these games yet. Once there is more printed about these games, then some fiction on these will be accepted.

There are some older games out there that I haven't had anything written about for some time. Such as Starweb, Takamo or State of War to name a few. I am just looking for more of a variety of articles, not that I haven't been receiving them, but always trying to keep up with what the readers want to see.

Hope to see some of you at GenCon. Until next issue...keep cool!

David Webber
Editor



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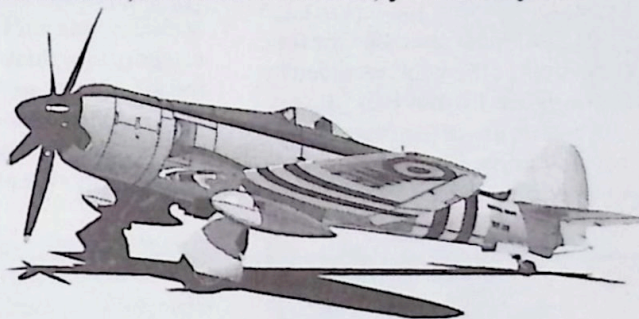
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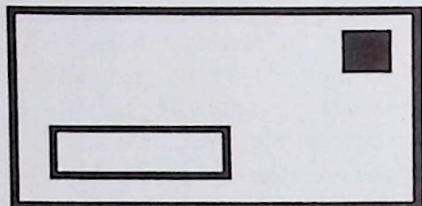
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LETTERS



Dear Mr Malley,

All awards and ratings are subjective, including those printed in Paper Mayhem. Flying Buffalo used to get much higher ratings in PM when I actively encouraged my players to send in the PM rating sheets. I have not taken the time to do that lately, so most of the votes received by FBI in the PM ratings are former FBI players, who of course will rate us lower than current FBI players. (Yes, blush, I know it's my fault, and I do intend to do something about it when I have

time.)

However, most of your anger stems from a misunderstanding. You appear to be under the impression that there is a "nominating committee" for the Origins awards that picks all these nominations. Incorrect. All the nominations are picked by the entire membership of the Academy, which consists of about 160 professional game designers, developers etc who have taken the time to join and to vote. The director of the academy asks all game companies to send in a list of their own games which are eligible. This entire list, from all the companies, is sent to all 160 members of the academy and they vote for the three in each category they think are the best. The five that get the most votes are "nominated" and get put on the final ballot which you have seen. This is not a perfect system, but the nominations are made by a majority vote of 160 game professionals, not

by a "committee".

I agree that the system is not perfect, since the majority of these people are not PBM gamers. Most of them probably do not bother to vote in the PBM categories (members are asked not to vote in categories in which they are not familiar - for instance I seldom vote in the miniatures categories). One reason why 3 or 4 PBM companies get most of the PBM nominations is that they have bothered to have their game designers join the academy. Both Dave Webber and I have tried very hard to get more PBM companies to get involved in the Academy, and very few have bothered. Any person (not company, Dave) who has designed a PBM game that has been offered to the general public is eligible to join the academy for only the \$20 dues. Any PBM company that gets 3 of its designers to join has 2% of the voting members of the academy, and

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probably 15% of the PBM members. Write to the Academy of Adventure Gaming Arts & Design, 5575D Arapahoe Rd., Boulder CO 80303 and ask for a membership application form. (And PBM companies, to get your games on the list of "eligible games" sent to all the academy members every December, write to the Director of the Academy at the above address and make sure you get on his mailing list. Why are you relying on Dave Webber to do it for you?)

Rick Loomis
Flying Buffalo, Inc.

Dear Sirs:

I'm halfway through my first subscription and enjoy your magazine. It gives me a lot of information about various PBM games and companies.

I did not receive a rating sheet with the last issue.

On the possibility of an international edition versus national editions of Paper Mayhem, I'd like to offer my opinion. A number of years ago I had a subscription to Flagship, a good portion of it concerned games in England. I found part of the magazine useless. I do not want to read about a game that sounds good but I can't play it. I would prefer that you send me a magazine that only discusses North American PBM games and companies.

I am not interested in PBEM, but on this I may be a dinosaur. Question for your annual poll?

Sincerely,

Tom Saal
Eastpointe, MI

Dear Tom,

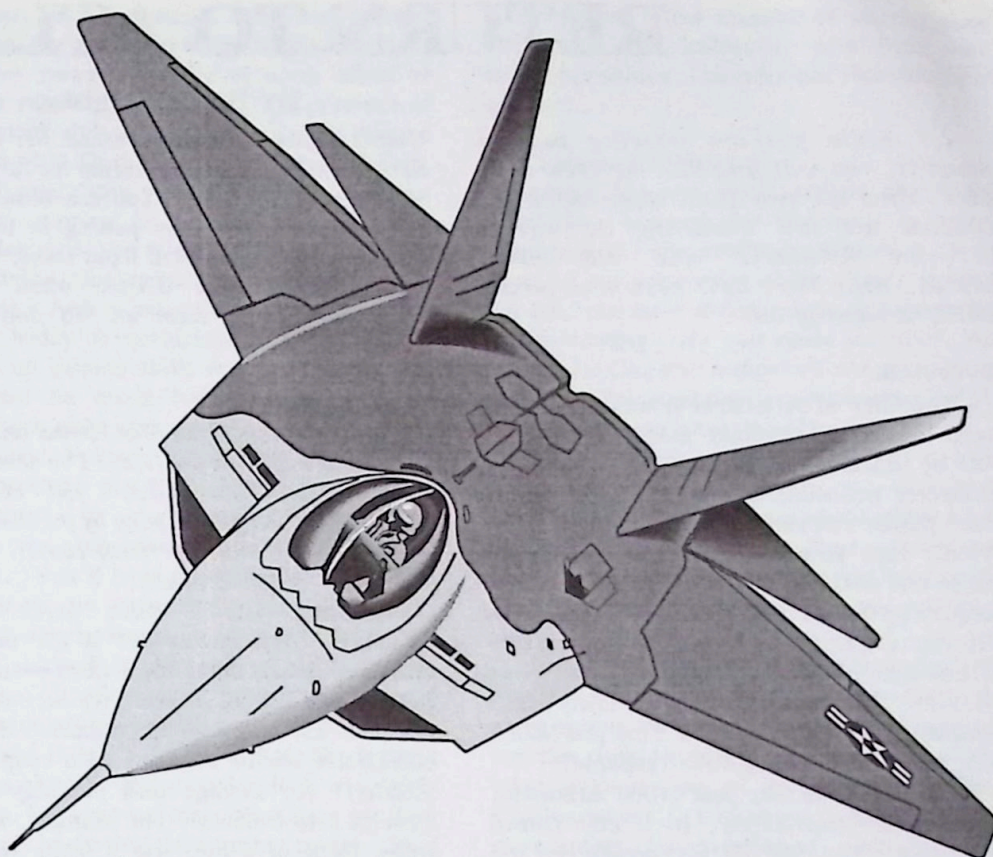
Thanks for your input. I am always mulling things over on ways to change Paper Mayhem and sometimes I think out loud, as in the last editorial to get reaction and input from my readers to see what directions they are also interested in. No immediate decisions have been made.

There was no rating sheet in the last issue of Paper Mayhem. I hadn't caught up with the number of game and company changes that had occurred. It will be a good possibility that it will be in this issue.

PBEM, this is a good question. I still prefer the old ways. It is a break from sitting in front of a computer all day. PBEM may be a thing of the future, but still the Fog of War of your turn getting lost in the mail helps show some realism in gaming, than just getting turns back and forth quickly.

I hope you continue to enjoy Paper Mayhem!

Dave Webber
Editor



Dear David,

I recently read the article about Traveller PBM in Issue #72 of Paper Mayhem and wanted to make a few observations about it. I don't want to say much about the actual review (it is, after all, Larry's own opinion about the game), but I did want to clarify some of his comments about the Virus Fleet. The Virus ships are definitely a hazard to shipping early in the game as suggested. However, they are only activated by player actions, so a little caution can avoid them altogether. Furthermore, as a position grows, the Virus ships cease to be that dangerous. Over time the players technology will approach and even surpass that of the Virus. The players are also capable of sending large fleets after the individual Virus ships.

I also wanted to address Larry's comments about our customer service. As a new company, we do encounter some unexpected problems which effect the players as well, such as it taking 18 weeks for the phone company to install our phone line (technically, the line was already installed months before his review was printed). However, these problems are not common and we rapidly work around any unexpected complications. At Eclipse Entertainment we work hard to address any problems our customers have and we feel that our customer service standards are excellent.

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RETURN TO ATLANTRIX

By B.E. Wright

.. While you are traveling back to Atlantrix, you will find that the crew is on edge. After all, two of the three known Sea Dragons are still wandering the way in between Atlantrix and the other islands...Also, there have been more pirates sailing around of late...

Overview

The City of Atlantrix is an open ended, hand moderated, fantasy role playing game run by Battle-Magic Gaming, it has 200 character positions and three gamemasters. Each player can run up to two characters. A typical turn response runs one and a half pages and costs \$6.00. If you request one, a longer, up to 2½ pages, turn can be run for \$10.00. On rare occasions a shorter rest turn is run that is but one page long and costs \$4.00. Turnaround time is fairly fast, typically 8-12 days from the time you mail a turn to the time you get the response.

The game, usually just called Atlantrix, is set, not surprisingly, in a city named Atlantrix. The city of 2500 people (far too few) I feel, covers an island in what the rulebook calls a *terrible vast sea*. The tropical island is said to ride on the back of a giant sea creature. Once it was thought to be the only land mass in the world. The citizens of Atlantrix now know of three others, one to the southeast, a second to the east and the third an archipelago to the north. A fourth, a pirate base, is thought to be far to the west.

The Game

As a 100% hand moderated PBM game, Atlantrix is one of the most free format games around. There are no computer codes to memorize, no limit on what you can say or do and darn little that has to be filled out on the turn input sheet.

In Atlantrix the level of control you have over your character's actions is not as great as in typical face to face role playing games. However, because of the hand moderation, it's a lot better than some other games I've played. If an action isn't on the *list of commands*, you can't do it in many games, but in Atlantrix, you can at least try.

In Atlantrix, unforeseen events happen all of the time. When these come up the GMs will sometimes have your character make a response consistent with his personality and continue on to the next block. Sometimes, however, the GM has to stop the turn earlier than you'd want it stopped. For example, if your six star fighter is walking to the map shop and one block shy of it she encounters a small dragon, the GM will stop the turn and let you decide what to do, she'll probably kill it next turn. If she'd encountered a few Grey

Ghosts (gang members) instead, he might have her intimidate them during the turn and send her on her way. You can sometimes help the GMs along by putting in lots of conditionals on your turn input sheet, but if you use the word IF too often GMs sometimes ignore them all, so don't go overboard.

Time in Atlantrix

Walking around you find Jemina and Sky still fast asleep. "By the GODS I've never see anybody sleep so much!," you exclaim aloud. Then you grab Jemina by the shoulder add shake her until her teeth clatter. She eventually comes around...

Atlantrix has a three tiered time structure. The lowest tier is the time a character spends doing the actions contained in the turn itself. In general a typical turn can describe as little as 15 minutes of the character's life or as much as a couple of months. An average turn probably goes through 5 to 6 hours. For example, if the entire focus of a turn was a battle with a dragon you just encountered, all of the action described on the result sheet (hopefully ending in victory!) might only have taken 20 minutes. If the character had first walked a block to get to the fight, maybe an hour and a half was described in the turn. The second and third time tiers are mostly for bookkeeping and multiplayer adventures. Regardless of how long a player's actions took, as far as the city is concerned, each turn lasts one day. This allows you, for instance, to schedule a rendezvous with another player in three days (turns) without having to watch the clock (or sundial) too carefully. It also takes into account time for meals, sleeping (usually on the streets) and other actions which are too dull to put in a real turn. The third tier uses real time and is only used when game time is impractical. For example, pregnancies in Atlantrix last about 9 months of real time, whether that player ran 5 or 20 turns. In the example above, two months of real time turned into a long night's sleep for Jemina and frustration for me...

The GMs

Atlantrix has three different gamemaster who run characters and each one brings his own style to the game. Lawrence and Lee run most characters, but Mike handles a few characters too. I know very little about Lee, he's the "newest" GM, only having been there for a couple of years, and he usually handles new characters. I would expect he pays closer attention to your starting characteristics than the others do.

Lawrence, the main gamemaster for

older characters, is the Atlantrix Supervisor. He handles old and new players alike and even keeps track of other GM's characters. Lawrence's Atlantrix is one of plots within plots. Story lines can be built up if he runs your character's turns consistently. Also, if turns are being run involving more than two or three PC's at a time, not an easy job, Lawrence runs those turns. Law is a very good GM -- his turn descriptions are detailed, fun and follow your characters' traits very well -- but like everybody else, he's not perfect. Lawrence tends to try to "buttonhole" his experienced players into his existing plot lines even if they don't want to get involved. A really free spirit, particularly one with five or more Stars on his chest, can get on Law's bad side from time to time. Since I like to run that way, my first character, Dirk Carlson #420, a seven star Paladin of the City Temple, is almost always run by Mike.

Mike Mayeau is the owner of Battle-Magic Gaming, which runs not only The City of Atlantrix, but Into Infinity, BMG's popular space exploration/conquest game. No one knows more about Atlantrix than Mike and he's great. His stories are colorful, full of unexpected twists and turns and because he only runs a few characters, he knows those characters almost as well as the players do. He also ruthlessly finds excuses for excess equipment to be lost, stolen or destroyed on combat, which saves space on the turn that would have been used for inventory or more action! It can be irritating, though. Dirk had this beautiful Ebony Staff...

All of the GMs share one trait, they make plenty of spelling errors on your turn results. Considering that the game is 100% hand moderated, with around 200 positions and a turnaround time of under two weeks, it's not surprising that the GMs don't often stop to proofread their work. Sometimes the errors are humorous and other times you have to try to figure out just what exactly did they mean? After a while you don't even notice the errors.

Battle-Magic Gaming uses old fashioned dot matrix printers and occasionally their turns are hard to read. Those who have gotten used to slick laser printed games might not like this, but I like it since it seems more *personal* to me.

Flavor of the Game

...Just as you put the letter away, Photonius arrives by rickshaw. As that rickshaw wheels off the block, Photonius walks over to you. "Nude," he says with a smile.

"Completely, including weapons and magic items," you say with a smirk, "and no magic."

"Then it is settled," he says, "according to Ancient Tradition and Holy Law, I Challenge a Battle to the Death. May Paradise Accept your Soul..."

The atmosphere of *Atlantrix* is surprisingly like the Old West. The feeling of "living on the edge" carries through the turns. The duels are like gun battles: the old pros respect one another while the young fighters kill to make a name for themselves. You never know when someone is going to call you out. Even if you're not violent, as long as you wear a Star there'll be bandits and critters which want to rob you or worse! Throw in some unpleasant deputy sheriffs (a.k.a. constables) and you've got this city down pat. This is a game that rewards the toughest man in town instead of the richest (in real world money) group.

The major emphasis on *individual* excellence in *Atlantrix* is what distinguishes it from many of the other RPGs in its class. The duelist philosophy channels almost all of the "power seekers" you find in every game into becoming *personally* powerful, not *politically* powerful. One of the biggest advantages of this slant is that players who don't want a big phone bill, or any phone bill at all, can still aspire to being the best fighter in the game. In fact, many of the better fighters in *Atlantrix* today are just such shadowy figures.

Another interesting feature of this game is that you can run as simple or as complex a character as you want. For example, I have often run turns saying basically, "go through blocks w, x and y and see what there is to see. Go to school in block z." On the other extreme, you can try to coordinate 12 player characters on a ten month quest to journey to another island and seek a lost magic item which would make accessible a spell that would save the city from invasion. This occurred during the now famous Wall of Light Quest three years ago.

This last project brings up another point, that from time to time players do ally for a common short-term goal before going their separate ways. Dungeon expeditions, shipwreck searches and dragon hunts are commonly tackled in groups. There is a brand-new player's guide in which player's names and addresses are listed. And you can also give out your real-world name and address through in-game letters from your character to another. You used to be able to list your name and address with your character on the turns themselves, but Mike has canceled this option to save room on the turn for more action.

Even for people who like to *run solo*, you can often find, or be stuck with, an NPC sidekick who'll stand by you as you go

through your adventures. This may or may not involve a member of the opposite sex. If it does, beware, you never know when or where romance may bloom! The presence of a sidekick allows you to have a more diverse group of skills than you could handle alone, which might save your life one day. If your buddy's a priest, he may heal you. If he's a fighting type, you might be able to specialize in magic, knowing he'll handle the common threats. And so on. On the other hand, if your buddy is unemployed (likely), you'll wind up gaining skills & equipment slower because he needs training too and your paycheck only goes so far.

Since I have to say so somewhere, prospective players should know that compared to the average experienced character, your new position will be pitifully weak. You'll have the **MINIMUM** stats in the game, no armor and almost no energy. You'll also be unemployed, nearly broke and **NOT** trained in the use of your starting weapon. It will be many turns of training and working before you'll be in any position to get into fights. As for armor, the lightest forms, leather armor and shield, are fairly cheap, but even so, most characters get their first set by slaying their former owner. So if you are willing to put the time into some early boring "training" turns, you can get into the

action within a few months of starting your character. If, however, you hate slow starting positions, you may not like this game so much.

The Licensed Fighter

Anxiously, you pace across the living room floor waiting for the mail to come. When you see the mailman, you rush to the door. Ever since your older sister, Jemina, has left, you have dreamed about joining her in adventuring. As you open the door, you pray to the One that today will see your dream fulfilled. You practically rip the arm off the mailman as you grab the letters.

When you see a letter addressed to you, you smile gleefully. Quickly, you tear open the envelope. You let out a shout of joy when a Fighter's Star falls out. Your parents and siblings come running out. As you hold up the Star, you can see a tear in your mother's eye...

Every player character in *Atlantrix* lives his life as a member of the fighter class. As a registered, licensed fighter each character has the right to duel other members of the class without fear of prosecution. These Challenges are in fact encouraged by the city government for population control! The mark of a licensed fighter in *Atlantrix* is a gold star that is prominently displayed at all

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ATLANTRIX

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WARNING... *Atlantrix* is NOT a story book campaign. YOU run your character, we just GM him/her. YOU make your own plans and goals and until you have them, little will happen and your character will just wander about acquiring information as you plot his movement. Turns are \$6.00 each.

For Free information or for Rules and Immediate set up send \$12 for *Atlantrix* or \$20 for *Into Infinity* to:

Battle-Magic Gaming
P.O. Box 9935, Spokane, WA 99209

times and cannot be removed until death.

The star is the single most valuable possession a character has in *Atlantrix*. It is at once an advertisement of his status and an instrument of power. In the course of the game all characters come to be ranked according to the number of stars that they wear. Other things being equal, a four star fighter will defeat a three star fighter every time. And the only way to get extra stars? Slay the former owners in challenges, one Star per victory.

Character Traits and Setup

...You give the constables a killing glare before shutting the school door with authority. Then, you come upon Bosley. He is a fat, slovenly man that upset your sensibilities...

Each character in the game is unique. Not only are his various skills (strength, charisma, etc.) quantified by "points", but his hair length, alignment, moodiness, likes, hopes, fears, interests and more are included in the setup. Each character starts with 35 "points" to put into seven statistics. These are divided into two classes, primary and secondary traits. The primary stats are strength, intelligence and social appeal (SA). The secondary stats are balance and coordination (B&C), speed, timing and

reaction (T&R) and accuracy. To put things into perspective, 1-3 points in a stat is very low, 4-7 is moderate and 8-10 is high. You get 15 points to put into the three primaries and 20 for the secondaries so if you want you can do like me and put 5 points into each stat. Typically your scores in the stats you want to increase will go way up later during play; usually well-developed older characters have stats of at least 13 in one or two favorite stats, depending on their character class. In theory there is a human maximum for each stat but its so high that for all practical purposes there isn't. Sorry, I won't tell you what it is, you have to find out during play.

After you have chosen your character's statistics, the real fun of developing the character begins. Side 2 of the setup sheet has 29 different categories of personality traits including appearance, alignment, generosity, mercy/cruelty/indifference, hair length, smoking/non-smoking, etc. Choosing between these is a lot of fun. These help most early in your career, before the GMs come to know your character from his or her actions in the game. There are also 16 major interests that you can select for your character. For example, one of my characters is interested in combat, power and riches while my other character is much

more concerned with roleplaying, marriage and family. This helps the GMs set your early adventures. You also have to choose a starting weapon. I recommend the short sword, it gives you the best compromise between damage inflicted (base 4 wounds inflicted per attack after training) and strength you must have in order to use it (at least 4 points of strength).

The final section of the personality profile is a short answer section where you list your likes and dislikes and briefly describe your character. This allows you to fill what few holes were not covered at the top of the page and lets you inform the GMs what you *really* want to do with your new character. But be careful, one of my characters chose to hate thieves, so of course she encountered them early and often! Grr....

Once you've sent back the character setup, you'll be sent a "turn 0" turn sheet which both confirms your stat and weapon choices, and introduces you to a few items that weren't in the setup. For starters, you'll be told where your permanent starting home is. Most characters never return home (as with Dirk, an orphan from a slum) but if you *do*, you can store possessions there. Once you're established, you can buy another home. The turn 0 sheet also show you where you work (on turn 0 its N/A, i.e.,

QUEST OF THE GREAT JEWELS



In *Quest of the Great Jewels*, choose to be one of four races: The Azoni, builders of great citadels; the Quntag, rulers of vast empires; the Rilris, hoarders of great wealth, or the Slenth, destroyers and ravagers of the land. Begin as the ruler of a single province and send your armies out to fulfill your race's destiny. *Quest* is a fantasy wargame combining elements of strategy and tactics with a healthy dose of magic. Over 90 magical talismans abound in the game, each granting its owner the ability to bend the rules in some way.

A sampling of the magical talismans:

- "DOUBLE WHAMMY" ----- allows an army two attacks per turn.
- "CLOAK OF DARKNESS" -- renders an army invisible until it attacks!
- "ZOMBIE MASTER" ----- adds 25%-50% of enemy troops killed to your army!

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unemployed) and what your salary is. Once you start play, getting a job immediately should be your top priority. The amount of money you have on hand and in the bank will also be displayed. You begin with 15 Bills. The Bill is the standard unit of currency in *Atlantrix*, (ten coins equal one Bill), and to put things into perspective, a nice meal at a restaurant may cost 1 Bill, a normal shield may cost 6 Bills and a suit of Platemail will set you back 100 Bills, if you can find it!

Your *wound status* is also displayed. In *Atlantrix* the hit point system is the opposite of most other games. Instead of starting with a set number of hit points, dropping to zero as you're hurt, you start with 0 *wounds* and as you're hurt this number goes up. How many of these *wounds* you can survive (which means, how many hit points you have) is highly variable, depending on your enemy status and strength, so it's more flexible than the typical system of most fantasy games. Once you have been injured you will heal one *wound* per day; in addition there are a few other means of healing, most of which cost money. These include doctors, priests, potions, pipeweed and magic mushrooms! Sometimes, when a GM is feeling especially villainous, special injuries occur that are outside the usual damage system. For

example, one of my characters had several ribs broken in a slightly out-of-character death challenge. She ignored them for several turns and once she finally got around to seeing a doctor, she required major surgery...

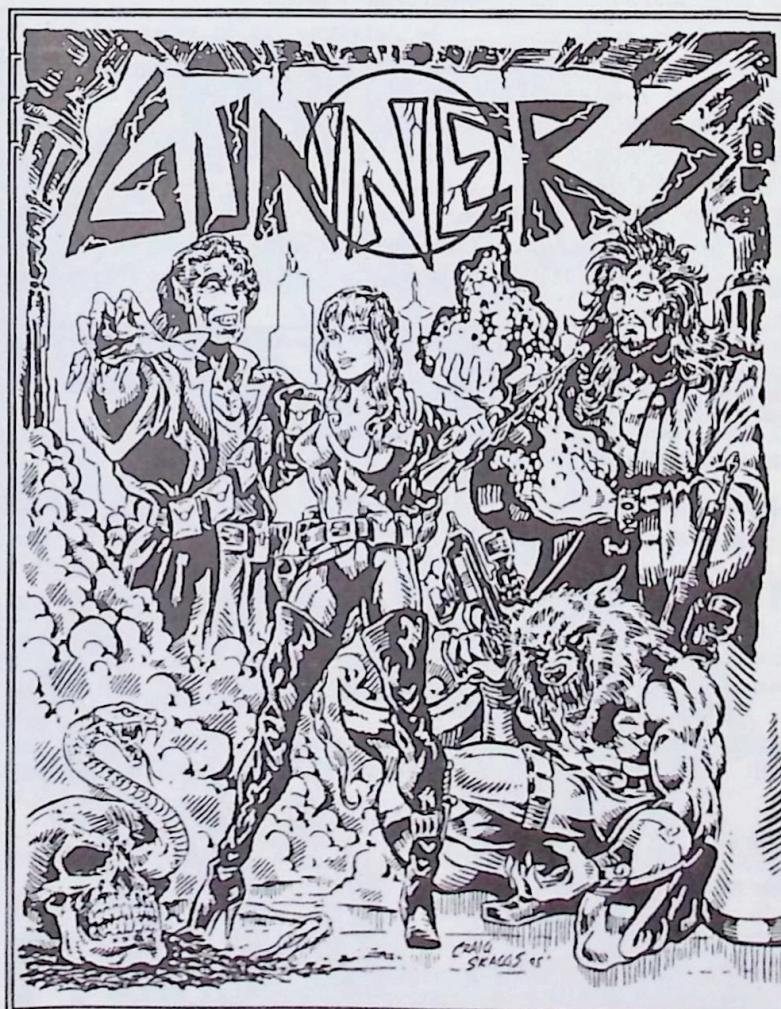
The final item displayed on every turn is your energy level. Beginning characters start with 8 (!) energy out of a possible 150. Experienced players rarely drop below 125 energy. This is because along with strength, energy determines how many *wounds* your character can survive. The ratio is the reverse of that seen for strength--two energy translate into one *wound* you can survive--but even if you run King Kong your energy is probably going to account for most of your "hit points". In fact, energy is such an important feature of your character that gaining energy should be an even higher priority than training in your starting weapon! Fortunately, this is pretty easy to do. Characters can gain energy just by standing still for a turn. Hearty meals at restaurants also increase energy, for a price. The best way to increase energy in a hurry, though, is to eat sea beads. These can increase your energy by up to 12 per turn. But beware--occasionally the most potent sea beads have been known to *decrease* energy.

Movement

As you begin walking east from here a strange shadow suddenly covers you. Fearing a dragon you draw weapons and make ready to dash for cover, but it is just a Flying Carpet. A very strange flying carpet...

The City of *Atlantrix* is located on a rectangular island that is divided into 300 blocks in a 20x15 pattern. The size of the blocks is not really important, (though one description had them half a mile wide) because the block itself is the basic unit of distance in *Atlantrix*. Land movement is strictly north to south or east to west because of the presence of dragon walls, which prevent diagonal movement in the city while preventing invading dragons from walking about. As an aside, the ratio of population (2500) to blocks (300) would seem to indicate that only 8 people live or work in each block. Oh, please....

There are four ways to get from one place to another in town. One can ride a rickshaw, if one happens to find one and its not too expensive (both rare occasions). One can use a flying spell or a flying carpet (which is illegal but done anyway). One can take a ferry (or a private boat) from one side of the



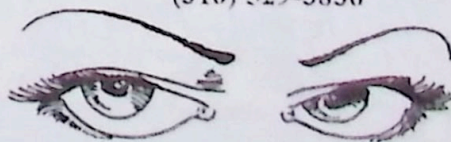
Gunners is a game of gothic horror in which players are allowed to create from 2-5 characters.

This game is set in 2069 LA where drug dealers and gang members rule the city, it is your job to bring these criminals down and restore peace to LA. *Gunners* is a unique game in the fact that we include an audio cassette with each turn that fleshes out the mood of the game. *Gunners* get to choose from Zombie, Werewolf, Vampire, and Human character classes; use magic, guns, and martial arts to defend themselves. We have quality laser-printed results an awesome professionally illustrated rulesbook with color cover, and our turn fee is only \$4.00. (This is a very cheap fee for all you get) Cool cars, Hot babes, and a great weapons selection, This game Kicks! Start-up kit includes: First turn free, Rulesbook, Map sections of LA 2069, Additional rules, LA lottery ticket (Game use only), and the latest issue of LA Times 2069 (*Gunners* newsletter).

Start-up kit: \$15.00

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city to another (expensive but fast). One can teleport (or be teleported with a friend) from place to place. This is my personal favorite—it'll be yours too when you can do it. And finally, one can go by foot. Walking is best, you can only go 4 blocks per turn but while you're going you'll visit shops, talk to strangers or whatever. You can also run or sneak about, it costs more energy than walking but you can go further. If you choose to stay put, you'll see a lot on that block and you'll likely only be charged \$4.00 for a rest turn.

Combat

"SHOVE OFF...", says one of the men. "We found this little bird first." "NOW SEE HERE...", you say. Your words are cut short as one of the men grabs you and tosses you onto a nearby table (+2 wounds). As if that was not bad enough, you can hear the breaking of glass. As if to add insult to injury, the men start to grab at you—especially your breasts and clothes. Since you are not about to let that happen again, you start swinging. More to protect your nice clothes and hair as well as your virtue. You can hear the crunching of bones and the giving of skin as you connect a few blows—some in very private places (some guys NEVER learn)...

The numbers underlying combat in *Atlantrix* are carefully hidden from players. However, some things are known. In *Atlantrix* luck plays NO role in deciding the outcome of a battle. Instead each combatant is rated for his ability to inflict wounds, his armor and defense level and his current "wound" status. Each warrior's offense is compared to his opponents defense to see how much damage he'll inflict per round. There are several factors that influence these results. First, some weapons do more

damage than others. For example, a long sword is better than a mace most of the time. Second, high strength can increase your weapon's damage potential above normal and may influence the number of attacks you get. High intelligence may help too. High "offensive" stats (speed and accuracy) can increase the number of attacks you can make per combat round. High "defensive" stats (B&C and T&R) can decrease the number of attacks your opponent can make per round. Special training (e.g. from the Mystic Monastery's hand and foot combat school) and magic/holy items can affect your combat ability too, as can standard enchantments on armor or weapons. Finally, each star the fighter has also increases how many hits he can deal out each round.

Each of the above parameters affects either hits per combat round or wounds inflicted/taken per hit. Multiplying the modified hits/round by the wounds/hit yields the total raw damage that the character can deal out each round. This number is then decreased by his opponent's armor protection to yield the actual number of wounds he will inflict each round of combat. For example, suppose a fighter had a long sword, which will inflict 5 wounds per hit, and the fighter hits once per round. This fighter would then inflict $5 \times 1 = 5$ wounds per round. If his opponent had a leather armor and a shield (totaling 50% protection) he would only inflict 50% of his maximum damage (i.e. 2.5 wounds per round).

Once the modified damage results are calculated for each fighter, the health of the warriors are then examined that round [remaining wounds to take = $[(2 \times \text{strength}) \times (\frac{1}{2} \times \text{energy})]$ minus wounds already taken]. The warrior who runs out of wounds to take first, dies. If both exceed their wound

limit that round, both warriors die (I know—this happened to me!).

Fortunately you don't have to worry about any of this. BMG crunches all the numbers for you and gives you a blow-by-blow description of the fight on the turn sheet instead of dull numbers. This is more fun, as well as more "realistic". However, if you were in a one-on-one fight, they'll also send you a summary sheet detailing a few pertinent stats of both you and your opponent (offense, defense, armor, etc.). This information lets you ferret out at least some information on how good a fighter you really are. Also, when two player characters duel one another, it's important to spell out all the advantages you're aware of, just in case—you know the other guy will.

As a final note, just because you've lost a fight doesn't mean you're out of the game. If you'd lost a challenge of skills or you'd fled a monster, you might not even have died. If you DID die in town, and you'd previously purchased life insurance, you'll be raised from the dead (for 25 Bills, it's a real bargain!) but your policy will be canceled forever. If you didn't and/or you can't be raised, you still might be reincarnated as a sibling or cousin with extra bonuses (in stats, cash, and/or possessions, but NOT stars) compared to a brand new character.

Character Classes

In *Atlantrix*, as in other role playing game, characters can belong to a number of character classes. Most of these classes have sprung up in the order of play and have become fixtures of the game. This process continues to evolve, however; there are many brand new classes and others yet to be invented. Characters can only belong to one class at a time, but they're also free to change

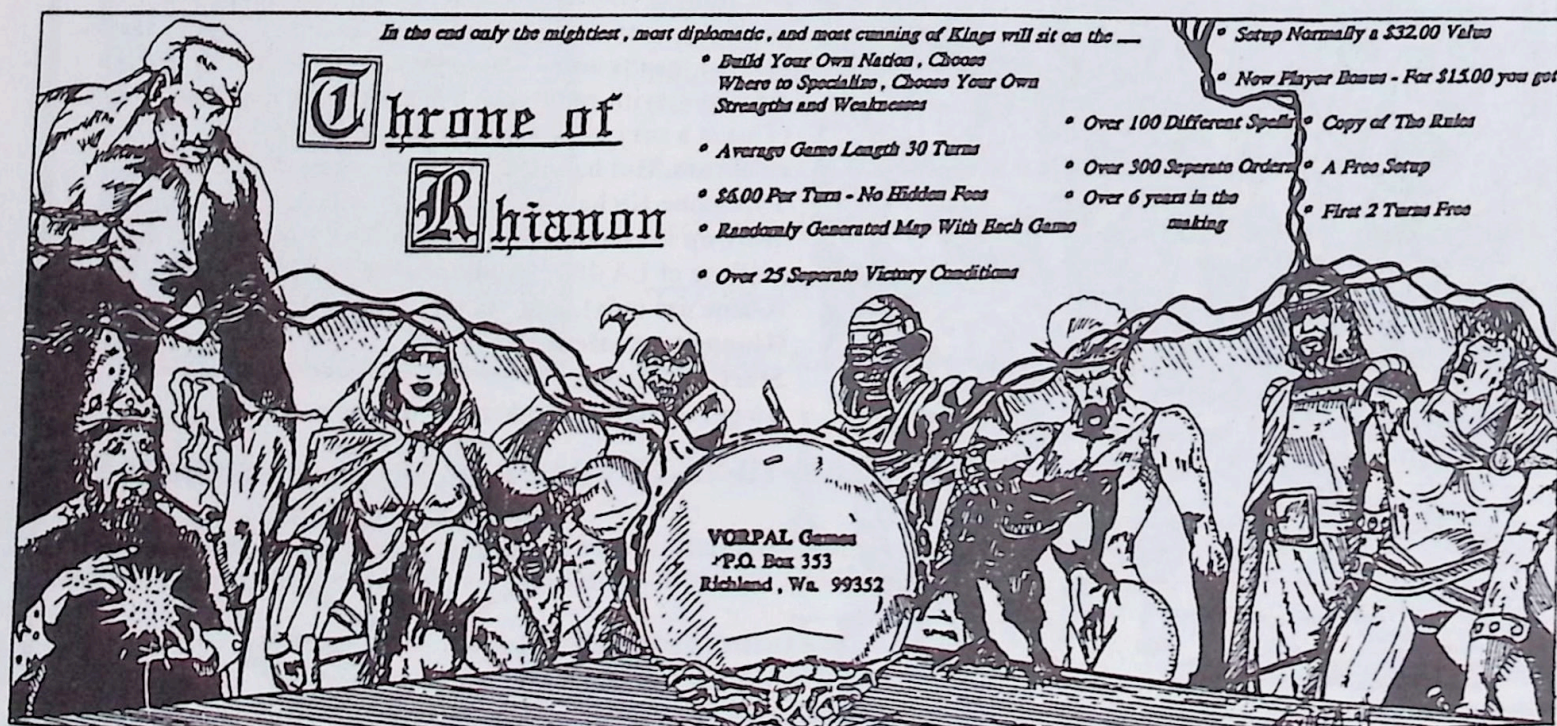
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classes whenever they want, provided they qualify for the new character class. Some classes are easier to change than others. All classes have some sort of stat requirement and usually a lifestyle choice (e.g. religious persuasion, etc.). In addition, some character classes make you go to one or more schools first (e.g. magic school for sorcerers). In most cases the stat requirements are barely achievable by 1 star fighters, almost forcing people to get at least 2 stars before they specialize.

The recognized character classes in the game today are:

1) **The Basic Fighter.** Everybody starts as this, and some people stay this way all their lives. Most people eventually specialize.

2) **The Wolfer.** Graduates of Wolf's fighting school can use a weapon in each hand, which other fighters cannot do. Depending upon the choice of weapons, these combat specialists can deal out a lot of damage. This is essentially a way to specialize in "Fighter" as opposed to priest, thief, etc.

3) **The Sorcerer.** This class encompasses all wizards, enchanters and other magic users. Scroll writers and alchemists also belong to this class. It also includes a second subclass, the "fighter-mage", who is primarily a warrior but who possesses a few combat spells (e.g. *fireball*) to give him an

edge in combat. Most groups have one, if only to *teleport* everybody from one place to another. Members of this class cannot use or develop spells that are too close to standard clerical spells (e.g. healing), so there are some limits on what magic they can use. However, given some of the spells already known to be available to sorcerers, this is probably the most powerful class in *Atlantrix*.

4) **The Priest.** This class includes all standard clerics. It also includes druids and unholy clerics. These characters have powerful spells from their deity and other benefits that vary by religion. For example, the priest of the War god has combat benefits. In contrast, Mystic Good priests have special protection from Undead and Lycanthropes and the ability to make holy weapons. All priests are employed by their temples.

5) **The Holy Warrior.** Each religion in *The City of Atlantrix* has a priesthood and a warrior class. Priests of different temples have different spells but are otherwise pretty similar. In contrast the holy warriors differ greatly between temples. Paladins, Cavaliers, Monks, Black Knights and Rangers are examples of these warriors. Assassins are also supposed to be in this group. All of these warriors have some holy powers that improve some aspect of their combat ability and other powers that are related to their

temple. For example, Monks (Mystic Good) are great at hand to hand combat and gain bonuses in their "armor" defense. They also heal twice as fast as other characters and have higher maximum stats than other characters. Each class has limitations too, of course; for example, Monks won't eat sea beads.

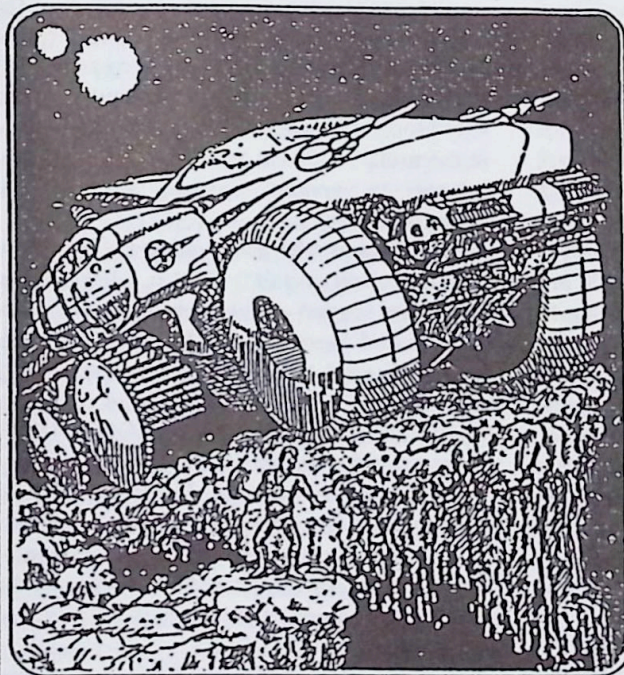
6) **The Thief.** Supposedly allied with the Sea God Temple, there's also an official Thief's Guild in *Atlantrix*. One or two spectacular robberies lately are probably due to the actions of PC thieves. Both Thieves and Assassins have a hard time in *Atlantrix* because the penalty for theft of any kind is hanging.

7) **The Bard.** Members of this uncommon, nonreligious character class take an oath to "make life fun". These characters have to have skills in music and dance, and also have access to unusual spells that can cross the line between sorcery and priest spells. These include spells of illusion, hypnosis, and....well, you get the idea. Unlike most other classes, being a Bard is both your class and your job, one you don't have to quit to attend school.

Magic

"I do not wish to fight you but, I, Dirk Carlson, Paladin of the City Temple.. the Wizard lets out a sigh of disgust and waves his hand. Then, you are silent...."

The magic system in *Atlantrix* is fairly



GALACTIC PRISONERS

2440 AD - When expanding into the unknown regions of space, humans encountered a vastly superior civilization, the Nibor. Because of the highly aggressive nature of humans, peace with the Nibor was not possible. The Nibor were forced to destroy all humans except for a very few. These remaining humans have been placed on a portion of a large planet. You are one of those select, remaining humans. You will be studied by your Nibor observers.

Because of your unique personality, intelligence and leadership, the Nibor have selected you as the captain of an All Terrain Vehicle (ATV). You have been given a crew of 100 humans who were your fellow prisoners. It is your responsibility, as the captain, to provide your crew with survival.

Galactic Prisoners is a unique, realistic and exciting, computer-moderated, open-ended, futuristic game. There are numerous avenues of play. Some of you will build walled forts to defend yourselves. Some will build a vast labyrinth of tunnels below the planetary surface. Some will establish colonies to increase production and income. Some will form corporations in the player-controlled stock market. Some will become warriors and take what they want from others by force. Some will do combinations of all of these. Alliances will be formed. Treaties will be made and broken. There will be much to explore and discover. Many different aliens will share this prison with you. Those of you who survive and prosper will do so because of your intelligence and understanding. Luck plays only a small part.

At first glance, *Galactic Prisoners* appears to be an uncomplicated game. It isn't. It is a game of discovery. As you learn, you will see that *Galactic Prisoners* is a large, complex game. As you learn, you will progress to more and more complex versions of the game.

You are permitted to move as fast as once a week or as slowly as you like. You determine your turn lengths. All turns are processed on the day they are received as long as seven days have elapsed.

To begin, send your check for \$18.00 to Grandel, Inc. to receive the rulebook, setup and 4 turns. Subsequent turns will be \$3.00 each. Discounts can lower the cost to \$2.64 per turn. Combat results are sent to attacked players free of charge. We accept phoned-in turns at no additional charge. Except for two rarely used techniques, there are no additional game charges. We do charge a small additional fee of \$.25 for a FAXed turn. Any player who recruits a new player will be given two free turns.

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basic. There are three general classes of magic spells. These include clerical, sorceress and a few bard spells. Casting spells from any class drains energy from the caster; a few spells also require rare material components. Clerical magic is usually SA-based and can only be used by priests. It is primarily defensive in nature.

Sorcery is based on intelligence and is more wide-ranging in its spell types than clerical magic. In addition to the obvious spells like lightning bolt and flying, there are reportedly spells that let you see through walls, sense peoples' stats, and have better sex!

Bard spells are harder to pin down. All require music. Many are imitations of sorceress spells but others have effects that incorporate powers normally limited to clerics. This is the least well known of the three classes.

The method for learning new spells in **Atlantrix** is research. Only under unusual circumstances will one mage share his spells with another (BMG rule). However, lists of common clerical and sorcerer spells are available to those who want them. The range of possible spells is much wider than you might think, however. It is possible to invent a brand new spell if you want to and you can justify it to the GMs. Magic research tends to drain time, money and energy but for many characters the reward is well worth it. There are some really weird spells out there (possessed by both PC's and NPC's), so you never know what to expect from any given mage.

Religion

...You can hear the wind whistling through the trees and the sound of every footfall echoing through the graveyard. Finally, you come upon a rather pale man. 'Care to contribute to the Undead Temple Benevolent Fund?', he says with a thick accent and toothy smile...

There are a large number of religions in **Atlantrix** and there is no particular requirement for any character to belong to any of them. Nevertheless they provide a considerable amount of color and are responsible for many plots. And of course, priests and holy warriors must belong to one. For starters, there is the City religion, the power behind the city government, which has the most worshipers in town. Their deity is The Almighty One, who saved **Atlantrix** when all the rest of the world was drowned, by putting the island on the back of a giant sea creature. The second religion, the Mystic Good, worships The One and/or the Sea Creature, depending on which branch of the religion you're talking to. These are the "good" guys, all other religions are blatantly neutral or evil. The third religion is the Sea God religion, which is also based on worship

of the Sea Creature but which is much "darker" in mood than the Mystic Goods. However, by far the most evil religion in town is the Undead religion, based in hidden temples under the city. It's just what it sounds like and its at war with the Mystic Goods. Two exotic religions include the War God religion, based on Dragon Island, and the Druids, whose home base is on Forgotten Island. I don't know much about them.

The City

The constables come over and say, "Up against the wall and show us your ID." Not wanting to draw attention to yourself you pull out your ID, walk over to a wall and lean against it. The constables are not amused. "Great, a wise guy. We know how to handle wise guys. Now get your face against the wall and gives us your ID."...

Places to go

Atlantrix is a CITY. In its 300 blocks you'll find lots of restaurants, docks, brothels and shops. You'll find open air markets, temples, bath houses, theatres, hospitals, schools and shoemakers, too. In short, almost everything you could want in a city is somewhere in **Atlantrix**. There's a visitors guide that lets you know where many of the places you'll want to visit first. It lists restaurants that sell sea beads. Fighting schools where weapon training takes place. Grade schools and universities to increase your pay. Guild halls and temples. Ferry port locations. And much more. All told, maybe 20-25% of the city blocks are listed in the guide, but it's more than enough to start. Virtually all experienced players have a composite map of the entire city that they got from talking to older players. So getting a complete (and mostly accurate) map is pretty easy.

Both the Castle and the City Temple are part of the complex of blocks that belong to the city government. The city also owns the Town Hall, the City Jail, the Executioner's Yard, several Constables' Stations, the park surrounding the Castle and perhaps other structures as well. These may include the Post Office, the Undertaker's Office, both libraries, the Zoo and/or the Arena.

The Dark Side of Atlantrix

A hundred yards or so down this straight tunnel and a large head suddenly pops up from behind a boulder saying "SURPRISE..." then you all get hit with a cloud of yellowish gas as it breathes (-36 energy). You silently scream in pain as you feel the life being sucked out of you, the pain is so intense it leaves you reeling, unable to act. You watch motionless as the large dragon easily knocks the large boulder out of the way, darts out of a large hole it dug to hide its bulk in, and tears you with slashing claws, and teeth....

Like every other city, **Atlantrix** has a dark and dangerous aspect. Most new players would consider the city government to be in that class. The city government is under the firm grip of the mayor, Marovech #184. Like all of his predecessors he took power by..how else in **Atlantrix**?--killing the previous mayor. The penalty for failure is death (of course) so up to now no player character has had the inclination to try for the job himself.

The power of the city is projected by its constables, arrogant four star fighters who travel in pairs with heavy armor and bad attitudes. They are reputed to be corrupt; they are definitely bullies. Most low star fighters would rather meet the city Undertaker than a pair of these troopers. They won't brother characters with lots of stars, however. And a few higher star characters known to be associated with the City Temple actually get treated with respect by the constabulary!

Another danger that can strike a player character at any time is the risk of being robbed. Every block contains alleys and alcoves that muggers are known to prowl. Sometimes the muggers are organized into gangs. There are five gangs in the city, with territories that overlap. Turf wars, therefore, are a fairly frequent occurrence (though less so than they once were) and players have been known to find themselves in the wrong place at the wrong time. The constables never seem to arrest these thugs--though in fairness I did see them try once--and the only time gangs are repulsed from city blocks are when PCs get together and do it themselves. Some groups of muggers now appear to contain mages, a new and unsettling twist...

Characters who are looking for trouble in **Atlantrix** can certainly find it. For starters there are several graveyards in town where undead and werewolves abound (I've never seen a funeral or known anyone who has). These graveyards all have fifteen foot high walls and are posted with big "KEEP OUT" signs. Led by former PC Jaggar, the Undead have united into a powerful force, and the Mystic Good temple is currently at WAR with them. I just attended Jaggar's execution, it appears to have been botched, with only his BODY destroyed. Undead are SO irritating sometimes.

Other places that adventures can explore are the caves and dungeons of **Atlantrix**. It turns out that three of the island's four coasts are dotted with caves, many of which are occupied. In these caves one can find smugglers, monsters and many other terrors. Of course, the greater the danger, the greater the reward; much money and magic is said to lie within the depths of these caverns. Similarly the dungeons of **Atlantrix** are said to contain many dangers,

but stories of adventures under the earth are well known in the city.

The adventures of the city don't stop right at its shores. There are many shipwrecks off the coast of the island and many people have learned how to dive for treasure there. Beware if you do, though, for the Kraken may find you before you find the treasure!

Finally, no description of the dark side of **Atlantrix** would be complete without dragons. These creatures come in many colors from red to violet, from black to white, and even Crystal and Undead Dragons are known to exist. All dragons have breath weapons, multiple attacks and thick armor. All are of at least average intelligence and many of the larger dragons can use magic. To put things into perspective, a small dragon is about as big as a warhorse, a medium dragon an elephant and a large dragon is the size of a house! Some dragons long ago supposedly could sport the Stars of fighters they'd eaten. All in all, the dragon is the most powerful type of monster in **Atlantrix**. Even so, many small and medium dragons have been slain by lone fighters. No one has ever fought a large dragon alone and survived. I'd rather not try!

Other Islands

...Jumping down to the sand from the rocks, he [Harlan] and Elisa run into the surf, splashing and yelling. You lead Dragor to the edge of the water, and start making a 'Sand Atlantrix' with little houses and dragon walls in the sand. Then you get Dragor to pretend he's a Dragon, smashing the city.

Laughing, Harlan stumbles out of the surf, collapsing on Zog's tower. Elisa jumps on top of him, and he tickles her, making her get off. Lying there, you suddenly realize that Dragor is not where you saw him just a minute ago. Looking over, you scream as you see Dragor, who has wandered a short distance away, being stalked by a crab. This crab, however, is about 5 feet tall, and about 7 or 8 feet across. It is clacking its pinchers at Dragor, who blithely bends down to retrieve a colored stone, leaving the rest of you to stare in horror as the thing creeps closer..."

The world outside **Atlantrix** is a dangerous place. There are three known landmasses. These include **Forgotten Island** (FI), the **Lost Archipelagos** (LA) and **Dragon Island** (DI). All three are accessible from the Ferry ports of **Atlantrix** for a modest price (5 Bills per passenger, round trip). **Forgotten Island** is the "newest" island, it only was discovered about a year and a half ago. In addition to the Druid's stronghold, the island contains many shipwrecks, giant creatures and a lizardman community. It also has a great wall dividing the relatively safer southwest peninsula (where the ferry to **Atlantrix** docks) from the island's interior. A good one star fighter

might handle the peninsula alone, but most arrive in groups of three to five.

The **Lost Archipelagos** is an area of shifting currents and hidden rocks, which prevents characters from sailing between islands. However, a sea route to one of the outer islands has been established. This island also has a trading post and a couple of ruins for inexperienced adventurers to sort through. Access to the other islands is rather limited, and many of the most interior islands in the chain have never been explored (except perhaps by the inimitable "King of LA", a.k.a. Obsessed the Lunatic & Co.). The more interior islands sport many dangers including the Sea Witch and her minions. A three star fighter might get by there alone.

The final major land mass, **Dragon Island**, is a rarely visited island. Like **Atlantrix**, DI is mostly bounded by cliffs. It contains many of the same features found on the other islands--ships, caves and dungeons, for instance--but the creatures on DI tend to be larger, stronger and more dangerous than those found anywhere else in the world. Of course the rewards are rumored to be equally enhanced. **Dragon Island** also has a mysterious **Lost Keep** that can be seen from the ferry port and a War God temple far from the ferry port. This island is dangerous, nobody below 5 stars should travel here alone. I kind of like it.

There are rumors that a **Pirate's Island** is out there somewhere west of **Atlantrix** but nobody knows exactly where. At least two groups of player characters have expressed an interest in buying ships and searching for it. I wouldn't be surprised if they succeed by this summer or fall.

Gratuitous Advice

As an older player I cannot help dispensing advice to people who've just started playing. Yes, I know it's irritating, but please bear with me. So please accept this advice at face value. In my opinion, unless you know someone who's running an established position that'll help your in-game, I recommend the new player do the following things, in order:

1. Decline all challenges and flee all combat at first.
2. Get a job, any job.
3. Find the nearest seafood restaurant and blow almost all of your cash on sea beads. Then start eating them to get your energy up to maximum.
4. Train in your starting weapon, just in case you REALLY need to fight.
5. Go to grade school, and if you can afford it, business school or college. This gives you better pay in your new job.
6. Get a new job.
7. Consider buying a shield and perhaps some leather armor.

8. Consider boosting your stats a little.

9. Quit wasting time, go find some adventure!

Finale

In conclusion, I heartily recommend **Atlantrix**. **Battle-Magic Gaming** rarely advertises this game because *they don't have to*. They usually keep almost all of their 200 character positions filled with active characters. It's true that characters start off very weak compared with players that have been around for 50 or 60 turns, but that is as it should be. It is possible for characters to advance very quickly (Dirk had his third star by turn #13, which in hindsight was WAY too reckless) but in truth this is a game where the patient player can turn a wimp into the meanest, toughest warrior that the world has EVER seen. With multiple gamemasters who come to know your character, if you can get past the early, dull training turns you can have one heck of a time in **The City of Atlantrix**. I've played in a lot of play by mail games in the last eight years, but this one is still the best. Try it, maybe you'll think so too.

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TYRANNY FOR YOU

A Review of SpyKor

(with apologies to Front 242)

By Patrick M. Rodgers

If you preferred *Monopoly* to *Candy Land* at an early age, usually cheer for the evil white upper class corporate villains in the movies, or simply spend countless hours fantasizing about squeezing the mindless peasantry of the world in your iron grip of benevolent tyranny,

you could probably use a healthy outlet for your energies. One possibility is to mount an

insurrection in a relatively poor and corrupt third world nation. A less expensive and more readily accessible method is to sign up for a game of *SpyKor*.

In *SpyKor*, each of eight play-

ers controls the fate of one of the incredibly huge mega-maxi conglomerates, known colloquially as the Korporati. Each Kor, as they are called, completely dominates one aspect of the near-future game world - energy, communication, pharmaceuticals, etc. World governments have fallen, replaced by the more enlightened and vastly better-funded guidance of the Korporati. The Korporati, naturally, are not content to rest on their laurels, and their ultimate goal is nothing short of (surprise) total global domination. Naturally, cooperation is in short supply, with each Kor desperately trying to keep its citizens in line by presenting a positive public face, while trying to hamstring the other Kors behind the scenes.

Automation hasn't fully kicked in, and as such, peasants...er, population are required to harvest food, produce resources, serve in the military, and pay taxes (gee, just like America). Unfortunately, the good citizens have needs of their own. If these needs are not met, the sector in which the troubled population resides will begin accumulating Disruption, which can eventually cause a revolt, and at the very least will likely reduce production. Each point of population requires one unit of food per turn, or it will begin starving. Each point of unemployed population in a sector will also increase Disruption. Finally, high taxes will also impact Disruption.

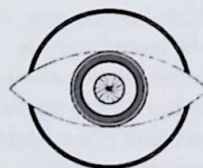
Investing money in civilian programs will help reduce Disruption. City sectors, where the population actually live, are most vulnerable to Disruption, as high Disruption will lower a city's Loyalty rating. The lower the rating, the more likely a city is to change allegiance if approached by an enemy Kor. If the rating falls below 20, the city will likely secede, destroying all military forces in that sector in the process.

The two basic commodities at a Kor's disposal are money, called "credits" (CR) in the *SpyKor* world, and resources, called, oddly enough, "resources". Both are required to build armies and defense structures, and to support Tek research. A Kor's Tek rating is a measure of how much state of the art technology it has access to, and it is vital to a Kor's success. A higher Tek rating offers bonuses to almost all areas of the game. Some orders and military units are not even accessible without a minimum Tek rating - for example, building a Veteran military unit requires a Tek of 3.

The dirties of the dirty dealings are naturally the most profitable. Vice is the measure of how involved the Kor is in underworld activities -

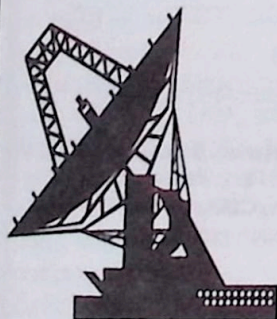


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SpyKor is a game of economic warfare for eight players. Take on the role of a Korporati CEO and implement your chosen strategy. Will you master the stock market, launch devastating plagues on sleeping innocents, or have your spies and reps destroy your enemies' power bases? Setup and rules are \$10 with 3 free turns. Turns are \$5 each. Email setup is free with 3 free turns. Turns are \$2.50 each.



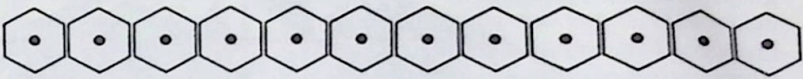
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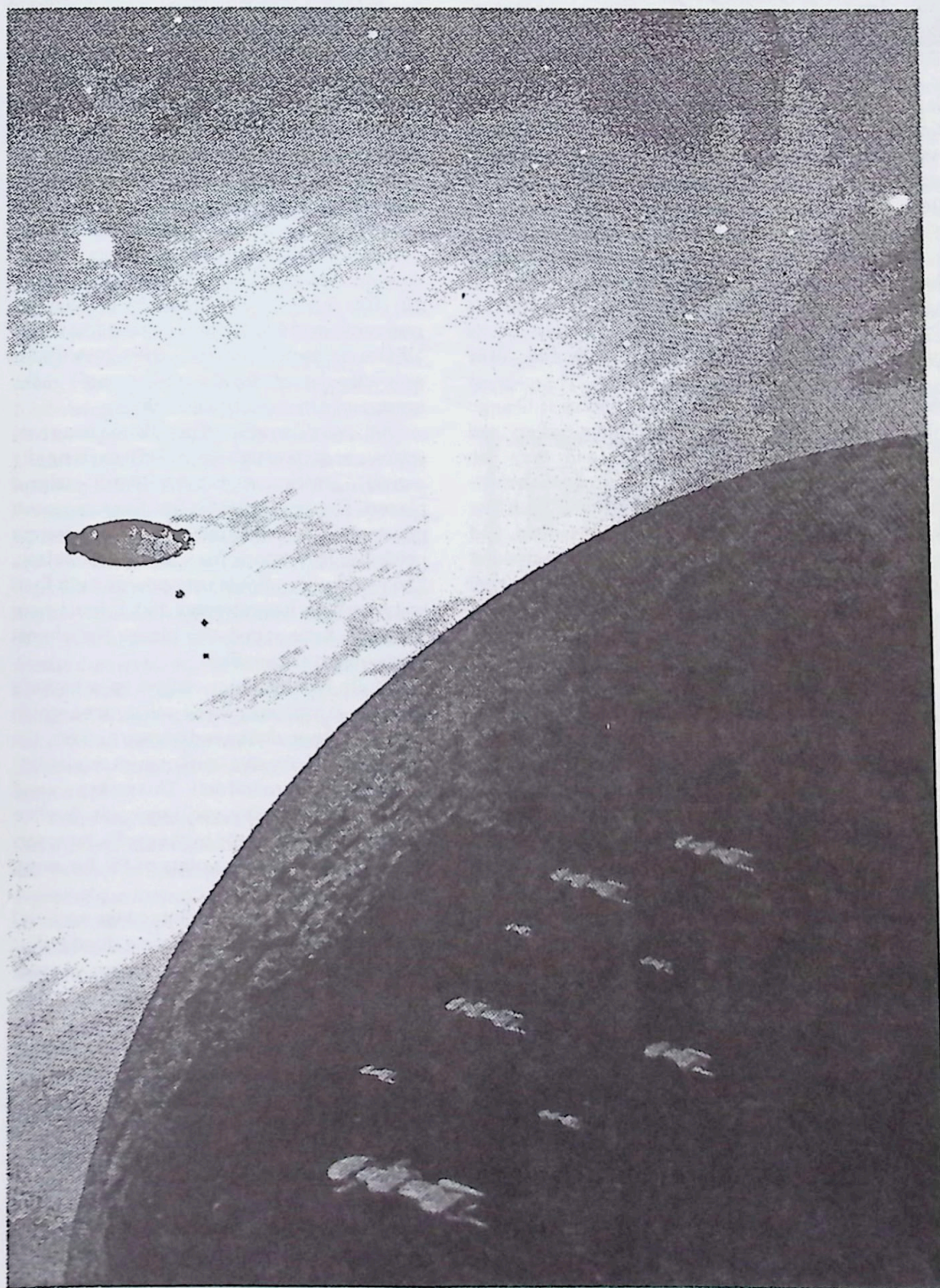
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black and grey market dealing, illegal dumping, etc. For every 500 credits (CR) invested in Vice by a Rep, the Kor's Vice rating increases by one point. When Vice income is calculated each turn, the Kor receives 500 CR for every Vice point it has - a handsome return. In addition, if the Kor is caught doing something, well, naughty, it will try to use its connections to frame another Kor for its misdeeds. Higher Vice ratings increase the chance that such a frame will be successful, but the intended victim's Security rating will help reduce that chance.

At first glance, vice certainly seems like the way to go. However, before a Kor receives its Vice income, a check is made to see if some hotshot cub reporter uncovers the Kor's underworld ties. If so, the story hits the front page for all to see, and the Kor loses 25% of its vice points (hey, nobody else wants to be fingered) and 10 points of PR per Vice point it had. A Kor with a high Vice rating had best not let its PR rating dip too low, as such a loss could wipe such a Kor out of the game.

PR is a measure of the Kor's public relations - how it is viewed by the world's population. It starts at 1000 (the maximum), and when it reaches zero, the Kor is out of the game. A low PR will increase Disruption in sectors controlled by the Kor, and may reduce or eliminate a Kor's ability to purchase food and resources on the open market. A great way to reduce PR is to be

identified as being responsible for various atrocities, such as insider trading and industrial sabotage. Such sins may cause a loss of 10 PR. Far more heinous is biowarfare; being linked to a plague will cause a loss of 100 PR.

Never fear, however, for good PR is easily purchased. For every 10 CR invested in charities by a Rep, the Kor's PR rating goes up by one. If the pictures of one's CEO in bed with two llamas and Hitler's brain hit the tabloids, just donate some money to a wildlife preserve and all will be forgiven (and forgotten).

Cindy Crawford is one, and so is George Foreman. The frontmen, pitch-makers and hucksters are called Reps, and they are responsible for propaganda, personnel "recruitment," stock transactions, and more. Each Rep has a rating for Awareness, Leadership, and Charisma, which have important offensive and defensive functions. A Rep's Awareness score will determine how successful he is in lowering the value of a rival Kor's stocks through a smear campaign, as well as how likely he will be to survive attempts by enemy Spies to assassinate him. There are no limits to each skill rating, although each rep starts with 200 points to divide amongst the three skills, with a maximum value of 80 in any one skill. Skills can be increased through training, with a limit of 20 points per turn. A Rep with a rating of 200 or above is a truly legendary character, and ratings of 400 or above

represent figures that are Schwarzeneggerian in their prowess. Reps are allowed two actions per turn.

Spies are the covert equivalent of Reps - where Cindy and George appear on television, these Gordon Liddys and Ollie Norths work behind the scenes for their Kor. They are responsible for undercover missions and intelligence gathering, plus the usual assortment of seedy deeds, assassinations and sabotage chief amongst them. Each Spy has Assassin, Mole, and Tekno skills. Unlike Reps, spies are only allowed one action per turn, which is fearsome enough, especially when the spy has a 300 rating in Assassin.

What's a war without armies? There are eleven military units available - four ground units, four air units, and three defensive units. Of the four ground units, a Guard is better than a Veteran, which is superior to a Drone, which is preferable to a Militia. Deadlier units require advanced Tek and cost more credits and resources, and have higher maintenance costs. Deadlier units are not necessarily more cost effective, however: Two bombers, each with a bombing value of 8, can be had more cheaply than one stealth bomber, with a bombing value of 12. This is possibly explained by the fact that game designer Mike Childress also works for the US Government. To be fair, this is admittedly the only element of *SpyKor* that doesn't make sense, and a trivial element at that.

For every five units of population in a given sector, one ground unit can be built, making city sectors of great importance to militarily-inclined players. However, after the first five turns, most players will find that they lack the resources needed to levy troops from all their populace. The world of *SpyKor* is very poor in both food and resources; it represents a dark future where the Kors have raped the planet for almost everything it has to offer.

While bombers may soften up a sector's defenses, at least one ground unit must be sent in to pacify the population and occupy a sector. On later turns, a defensive unit (or even an air unit) may replace the ground unit. This makes ground units, and their mobility, very important. Warfare is not looked upon kindly by the media, however, and a Kor will lose 25 points of PR for every attack it launches.

There are almost 240 sectors on the map, and each sector may contain production (food and/or resources), population, both, or neither, depending on its terrain type. Jungle sectors provide 8 units of food and 4 units of resources per turn, while mountain sectors produce 1 unit of food and 20 units of resources per turn. Only City sectors contain population. The production value (if any) in a city varies widely from city to city. Any sector's production may change due to chance factors, as well as the efforts of a Kor.

In addition to pillaging the world in an effort to enslave its people, Kors do actually conduct some form of bona fide business. Such business is represented by the Kor's Industry rating. A

STRENGTH? SO WHAT.

MONEY? WHO CARES.

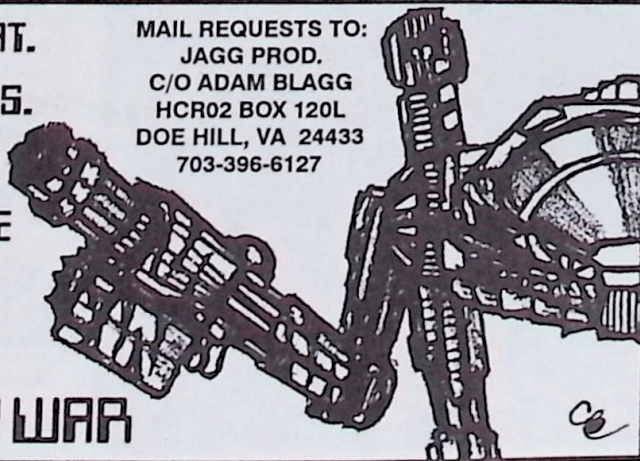
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Kor's Industry will determine how much of its population it can employ, how much Industry income it receives per turn, and how efficiently its Industry system uses its raw materials. Industry starts at 1, and can never exceed the Kor's Tek rating. When a Kor's Tek rating permits, its Industry level can be raised at the cost of 1,000 CR.

At the heart of every Kor is its special power. Each special power allows the Kor to bend or break the rules to some extent. Available powers include +50% Credits (all incoming credits are increased by 50%), Crime Lord (Vice levels cost only 300 CR each but still pay at 500 CR/turn), Double Resource Production (self-explanatory), Superior Infantry (each ground unit can move two sectors instead of one, and one unit may be recruited for every two points of population, instead of five), and more. A Kor's special power might enhance its focus (a Spy-heavy Kor might well take Increased Spy Actions), or may increase an area in which it is otherwise weak; the same Spy-heavy Kor might take Superior Infantry to make better use of what forces it had.

The most interesting aspect of *SpyKor* has to be the need for balance in a player's strategy. There are so many factors in the game that need to be considered. For example, to build a military, a player needs city sectors for population. City sectors have population which must be fed, so food-rich sectors such as plains and jungles must also be captured (or, the player could allow his population to starve, using credits to reduce the resulting Disruption). To capture these sectors, the player needs resources to build military units, which means he will need to pursue mountain sectors. All of this warfare will reduce his PR, which in turn will allow him limited access to the market where he might purchase a small amount of additional food and resources, so he'll need to donate credits to charity to keep his PR up. All of the credits and resources spent on this endeavor are obviously not being spent on Tek research, so the player may find his army being defeated by superior troops anyway....you get the point.

There are many, many aspects to the game that a player may choose to involve himself in, and balance is necessary, but ultimately, some degree of specialization is required. While there are many methods of achieving success, limiting oneself to but a few of them is vital. The player who attempts to do everything will find himself quickly trampled by other Kors who have chosen their fields of expertise and are making use of them.

Ultimately, there are only three final paths to victory in *SpyKor*. First, a player can win by totally decimating the other seven Kors. Alternately, a player may win an economic victory by amassing 250,000 CR, while still owning half of his Kor's own stocks. Finally, a player may win by achieving his secret victory conditions. These secret conditions require him to own at least 101 out of 200 shares of another

Kor's stock, and to control five specific sectors, three of which are the headquarters of other Kors. The third method is by far the most popular, as many players do not take the time to investigate the secret victory conditions of their opponents.

Even this semi-exhaustive review can't hope to cover everything *SpyKor* has to offer - we haven't even touched on the stock market, for example. While the wealth of information and possibilities may seem daunting, this game can truly be played competitively on a simple level if one chooses. Those who enjoy micro management or crave greater involvement in their quest for world domination can explore those functions of the game, if they so choose. Thus, beginners and veterans alike should find merit in the game. The GM, Mike Childress, also programmed the game, so questions as to how the game program operates are quickly and correctly answered, and suggestions for improvements can be seriously considered and rapidly tested and implemented. Childress is also responsible for the quirky sense of humor that pervades the game (read: he's dangerously psychotic, but in a positive sort of way).

Turn output is reasonably organized, and results are presented in plain English. Data is easy to understand and overall clarity is above average. A full map is included with every turn, including E-mail turns. Diplomacy is neither

essential nor unnecessary, instead resting somewhere between the two. Totally solo victories have been achieved, and with eight players per game, large alliances are rare, but not unheard of. As with the rest of the game, the ultimate decision is really up to the player.

SpyKor costs \$5 per turn, and turns are run biweekly. E-mail-only games are available, with a cost of \$2.50 per turn; turns are run every ten days. Rules are available free on the Internet and CompuServe's PBMGAMES forum, or for \$5.00 via US Mail. Setup in the game costs \$5.00 (\$2.50 for E-mail games), and includes turns #4, #5, and #6 free of charge. To join, write to Sudden Asylum, 1401 Gatlinburg Drive, Pflugerville TX 78660. Electronically, post to 76066,2230 on CompuServe's PBMGAMES forum, or send E-mail to mikec@asylum.eden.com

I've finished three games of *SpyKor*, am currently in a fourth, and am anxiously awaiting my fifth, and I'm hard pressed to think of other games I can say that about. By changing my Kor's strategies, each game can be vastly different - although tweaking one strategy to perfection is fun, too. The recent addition of a victory point system to rate players from game to game is also an incentive for repeat play. In summary, *SpyKor* is a versatile, enjoyable game that should appeal to a broad spectrum of PBM gamers. I enjoy it and recommend it highly.

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Progress continues on our development of both *Highlander: The Play-By-Mail* and *The Fantasy Arena*. Thanks to everyone who has written for information and has stopped by America On-Line to offer their input and get in on the discussions. Our Game Company Support area on AOL has been very busy answering mail from not only PBM players, but also from the Highlander fans looking to add their input. We are all very excited about this game's potential to not only be a fun game, but to bring non-PBMs into our hobby.

We reported in error last issue that *Highlander: The Play-By-Mail* would be ready for the market in October of 1996 (our fault...not Paper Mayhem's!). Actually, the game is scheduled for release in November

of 1995. Play-testing will begin very soon. Watch this space for more updates!

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DAURADA GAMES

Any Grateful Dead fans out there? If so, I can really appreciate the song line "What a long, strange trip it's been." Daurada Games was officially one year old on July 1st. And despite it all, having to balance running *Charioteers*, working 60+ hours a week at a real paying job, and finding time to sleep, I have to ask myself, "Is it worth it?" Some players have come and gone. It's sad to lose a player, but not all games are for everyone. *Charioteer's* doesn't have fancy graphics, it doesn't even have graphics. In this day of increasing technology we seem to be as a society becoming more graphically oriented. Perhaps this is a turn off because *Charioteers* doesn't have fancy graphics. I could with some time create wonderful graphics for *Charioteer's*, but I won't. First off, to do so would require each race to be about 40 to 50 printed pages in length. Graphics fans would rapidly change their minds when they received their turns in boxes, versus manila envelopes. Secondly, the cost of postage and paper in the above scenario would make the game well out the range of EVERYONES (the GM included) budget. Thirdly, I am of the old school of PBM. I remember getting turns on fan-fold paper from 9 pin dot-matrix printers. Hey, I even remember when an electric typewriter was a novelty, not an antique.

Charioteers doesn't have fancy graphics, the races are in narrative form like the race was being broadcast on a radio (remember them?), and requires [GASP] imagination to see the race. I'm not disparaging people who like and demand graphics in their games as lacking in imagination. But how many times have graphics disappointed you? Things didn't look how you imagined them to look? I know it's happened to me, and I am sure I am not that different from the average game player. If a game has great graphics, would you still play it if it DIDN'T have the graphics? If the answer is "no," then IMHO the game isn't worth playing at all. That is why I have avoided the graphics trap with *Charioteers*.

Which brings me to the crux of this little essay. Where is PBM heading? Is PBM

going to become a CD-ROM game on paper? I hope not. Call me a purist, but PBM is suppose to be gamers being able to game and enjoy interacting with each other across vast distances. With PBM one is never at a loss for finding a gaming group, and the offerings are vast (though I feel the variety has shrunk in proportion to the quantity, but that is another essay) enough for just about anyone to find a game or two they enjoy.

Though I suppose I should actually do a little pitch here, just to justify this essay's existence in the GAMELINE. I have improved the ranking system to take a charioteer's experience into better account when the rankings are calculated. The great success of the Odds Maker's Guild predictions was fluke, and after evaluation I have axed it from the program. Besides who cares what the Oddsmaker's think? It neither added nor was an important part of the game, and certainly not worth wasting the player's time and my effort to get it to work. One thing that I did get working CORRECTLY was the announcer getting the positions of the charioteer's in relation to each narration working correctly. I had been approaching the problem all wrong and the answer I stumbled upon while at work programming a testing procedure for a multiple output laser power supply. When it hit me, it was a case of "Can you spell DUH!" All in all I am foreseeing that *Charioteers V 2.0* will be out of playtest around Mid-October. So act now to get a few races in at half price before the prices go back up. I also added two new awards for the best team performance on a turn, and the most crowd pleasing charioteer for the turn.

Oh and to answer my question of whether it was worth it. The answer is, "Yes!"

Daurada Games

PO BOX 3223

Beverly, MA 01915

DELTAX GAMING

STAR QUEST continues to evolve, the folks at POST-IT Games have added additional twists and turns to our most popular game. In addition to conquering ALFS, players will have to deal with an Overlord and pay tribute. This latest edition puts all players on equal footing, continually challenging our existing players and garnering new fans. Time frame for the new game (dubbed *Star Quest 3*) will be a fall start-up date. The rules are being edited now and we will have them ready by late summer.

We are taking sign-ups now for any interested players. The start-up package includes maps, help disk, rulebook, player notes and 5 turns for \$25.

STAR QUEST 1 By next issue I expect to announce the winner of our first game. The final two combatants, Jon Ferdinand and Scott Jones struggle to the bitter end or to savor the sweet taste of victory.

STAR QUEST 2 The wages of war have knocked out several players as things continue in the battle for domination. Expect the battles to continue for at least another year. At this point, victory could be snatched from the overconfident.

STAR QUEST 3 is nearing the halfway mark and things are simmering below the surface. Expect things to come to a boil in the near future. As we have about 2 more years to go, there are stand-bys available. We are offering standby players 8 turns at \$5.00 with a total of 200 orders per turn and then the regular pricing kicks in at .05 an order over 40 orders with a maximum of 200 orders.

STAR QUEST 4 has gotten off to a good start. There are standby positions available if you want in on the action. Delayed start positions are adjusted to compensate players and give them a shot at winning. Taking on a stand-by position is an excellent way to learn the rules so you can shoot to victory in the next game. We are offering stand-bys to **Paper Mayhem** readers for \$5 a turn for the first 6 turns and then the regular pricing kick in.

SNEAK PEEK We now have an E-Mail edition of **STAR QUEST** that we are testing. In addition to allowing players direct input of their orders and receipt of their results, it also encompasses the *Star Quest* helper.

We are also hoping to offer a mini-version of **STAR QUEST** in the near future. The game would be faster paced, played in a smaller galaxy and victory conditions would occur sooner than existing versions. The time frame for the game would be about 30-35 turns with only single empires available to players.

BLOOD GORE & GUTS ACROSS THE GALAXY We are taking sign-ups for a new game to be started in late summer or early fall. We want to thank those players who participated in the **PBMCON** game of **BGG** in Chicago in June. Everyone had a good time.

BGG 1 By next issue I expect to be able to announce the winner.

BGG 2 We just completed turn 7 as I write this and things are moving rapidly toward mayhem and domination. This game has a two week turn around time frame and the players seem to like the faster pace. We have a few stand-by positions available and will offer them to **Paper Mayhem** readers for \$4.00/turn for the first 5 turns. Then the price is \$5 a turn. It's a great way to learn the game.

DELTA GAMING generally operates on a 3-week turn around for most of our games. This gives everyone an opportunity to plan and

converse with other players. We are happy to answer any questions and can be reached in a variety of ways: by phone (314)227-8509 CST or fax (314)227-2130, both are available 24 hours a day, through CompuServe at 72260,745 and by mail. We offer incentive credit to any player who recruits a player to any of our games. Both recruiter & recruitee receive \$5 game credit as long as the new player mentions the recruiter's name. We also offer 10% game credit to any player who pays by check in increments of \$50 or more and we take MasterCard and Visa and give 5% game credit to any player who charges \$50 or more.

Deltax Gaming
548 Great Hill Drive
Ballwin, MO 63021-6260
(314) 227-8509 CDT

ECLIPSE CONSULTING, INC.

Island Takeover News: Completion of the Windows version of Assist (our player front end for Island Takeover) has been delayed. I hope to start work on it again sometime in September. My thanks and apologies to all who have helped with it so far.

Warriors & Wizards News: We're still waiting to fill our first full game of *Warriors & Wizards* after picking up the license from **Roma Games**. It will be a standard game with a 14 day turn around. Turns are \$4.50 for 150 orders. Mention **Paper Mayhem** when sending for a Setup Package (\$10) and receive 3 free turns instead of the usual 2!

We also offer a 3 turn sample game of *Warriors & Wizards* for \$10 for those who would like to try it before committing to a full game.

Haunted House News: We have recently purchased *Haunted House* from **Paper Tigers**. *Haunted House* is a fun romp through a mansion filled with all sorts of vile and evil creatures. The object is to find the Secret Document (worth millions) while not getting killed by the ungodly inhabitants or the other players.

We're still familiarizing ourselves with the game system and program but should have everything under control by the time you read this.

Eclipse Consulting, Inc
P.O. Box 969
Yonkers, NY 10703-0969
914/965-1986
CompuServe: 71441,3144

ENTERTAINMENT PLUS MORE, INC.

Have an AOL account? Join the players of AG on Wednesday night around 9:00 pm central time in a private discussion room called AG. Let us know if you'd like to check out this game of fantasy combat and roleplaying and you should get an earful (screenful?).

Perhaps you have access to Internet newsgroups? Get into the rec.games.pbm newsgroup and get a feel for what the AG players

there are currently discussing.

Our latest player survey has been compiled and extensive work is underway to improve AG even further.

If you are just curious about AG an introductory brochure is available; just send us a note or give us a call and you'll receive it shortly. As a special offer to the readers of **Paper Mayhem**, you can write "referred by **Paper Mayhem**" on your first Adventurer Creation Sheet, which will give you a \$5 credit to your account. Please note this takes the place of being referred by another person and that the credit more than pays for the rulebook.

Why not send for a rulebook (\$3.50, over 50 pages, with illustrations) or informational brochure today? If overseas, please add \$3.00 for the rulebook. Also be sure to see our section in the PBM Activity corner to get a glimpse into the recent happenings within the guild halls.

Entertainment Plus More, Inc.

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FRACTAL DIMENSIONS

Goodbye Summer, Hello Fall. Shades McIntire here, Gamster and Newsreporter, Extraordinaire. Well, the guards caught me last time after I gave you the grand tour of the **Fractal Dimensions'** facilities. They took away my high priority security badge and, now I'm restricted to the main offices. Blagh! Ok.. Well.. I guess I'll 'hit the net' and see what I can find to figure out what the staff is up to...

Hey, Look at this.. FD has a WEB site! It's located at <http://www.fractal.cornell.edu/> Will wonders never cease. When did they have time to put that together? Great... Now I can browse a little and see what's up... Pretty nifty stuff... The latest **A Duel of A Different Color** statistics are here along with the **DUEL Facts, Answers, and Questions Document**. It even has a little something for **Toadal Chaos - The Frog Wars**. Hmmm.. It talks about what's going to be in the next **Fractal Spectrum**. And, well... well, some tidbits about FD branching out into publishing RPGs. But I guess that's another story for another time (or another magazine). Gee.. There is a whole lot of neat stuff on this site. And links to other notable sites also. If you have Internet access, you must check this out! But if you don't, I guess I can tell you about FD's PBM services and games the traditional way, by the printed word.

After the huge news blowout section in the last issue of the *Fractal Spectrum*, issue #9 will, again, attempt to contain the treatise on **TITAN** battle statistics. The roleplaying sections will feature **Magie: The Role Playing Game** and an **Archmage Discipline for Earthdawn**. Of course, **FS** will have its news section, *Echos in the Night*, which keeps getting larger and larger as more

companies (both PBM and other types) keep sending in press releases. You can also expect the usual assortment of great gaming columns and the best book reviews in 32 pages. Well, fetch your checkbook and do yourself a big favor, write one for \$7.00 and subscribe for four issues of a 'zine that you won't want to put down until your finished. If that is too steep, then send \$1.75 for the current issue and give yourself a real treat. You can bet you'll be glad you did. Canadian subscriptions are \$9.00 US (\$2.25 single). Foreign subscriptions are \$10.00 US (\$3.00 single). Fractal Dimensions is a general member of the Small Gaming Press Association (SGPA).

The Fractal Dimensions PBM product line currently contains two games, both developed and moderated only by FD. First up is **Toadal Chaos - The Frog Wars**. TC-TFW is a PBM game that simulates the primitive warfare of amphibian settlements on the distant post-holocaustic planet, Reptilia. Mutated frogs, newts, and toads, which congregate to form tribal societies, follow the path of man by engaging in small scale warfare. The warring clans survive by partaking in open fights for territory and raids on rival villages. Make no mistake! This isn't one of those sissy games with hidden rules and a one strategy beats all type of tactics. There is no micro-management of resources that will milk you turn after turn just to get you into the fray of battle. This game is about engagement, conflict, and war. **Toadal Chaos** is a fantasy wargame played on a customary hexmap. It was created in the tradition of classic boardgames. Each and every turn, players will receive a laser-printed graphical map of the land with all the information that is needed for play. TC-TFW rulebooks are \$3.50 plus \$1.50 for shipping and handling, New York residents should also include 8% sales tax. Turns have a fixed rate of \$3.50 with play set every two weeks. Options are open for other type of frequencies.

If **Toadal Chaos** doesn't suite your fancy, then try **A Duel of A Different Color**. DUEL is the game that defined the fantasy dueling category. It is the winner of the 1993 AndCon Best PBM Event Award, White Wolf's Best PBM Game of 1993, and nominated for Best PBM Game at ORIGINS '93. The setting is the campus of Catadu University. The object is to train your students in the use of magic. How do you know your students are learning? By having them face opponents in a duel where spells and sparks fly. The duel is one-on-one, which is why DUEL is often grouped with those bloody arena games. However, our game is not a hack and slash fest. DUEL is a fantasy roleplaying game. The turn results read as short stories. If you want to roleplay, then you should check DUEL out. We'll save you a seat at Dunbar's.

Sourcebooks for **A Duel of A Different Color** are still \$5.00. DUEL setups, which includes a sourcebook, two turns and the current copy of the *Fractal Spectrum* are \$13.00. Any

order for a rulebook or a start-up should include an additional \$2.00 for shipping and handling, New York residents should also add 8% sales tax. DUEL's turn fee is a fixed rate of \$5.00 for playing 5 characters. Play is run twice a month. Fractal Dimensions, also, supports electronic mail turns and results at a 10% reduce price.

For more information concerning the award-winning **A Duel of A Different Color**, **Toadal Chaos - The Frog Wars**, or the *Fractal Spectrum*, send a 32 cent SASE to our address below, e-mail us via the Internet, browse our WEB pages, or just call us. Make sure you state that you saw us in *Paper Mayhem*, it will be appreciated. Fractal Dimensions is a member of the *Postal Gaming Network* (PGA).

I guess I'll say 'later until the next time we gather together in an attempt to reveal the inner secrets of Fractal Dimensions' R&D vaults. I sure hope they give me back my Priority Security Badge. Well, until then, keep those orders for rulebooks and FS subscriptions coming. Good gaming and thanks for your support! Hey, see ya on the net! -Shades

Fractal Dimensions

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GAMER'S DEN

Gamer's Den announces the commercial release of our new strategic fantasy game system *Odyssey* along with the first module *Heroes' Quest*. *Odyssey* is the culmination of several years effort designing and implementing a game that features the best elements of heroic fantasy and military campaigning.

Gamer's Den also hosts the *Phoenix*, which has accumulated many complimentary reviews, and it continues to gain high marks for the diplomatic appeal, intense game-play, and documentation. *Industrial Empire*, an economic and military simulation is still in development.

Gamer's Den is a PBEM gaming company, and anyone with access to Internet electronic mail or a CompuServe account can play in our games. The PBEM gaming experience at the Den is very different from its paper gaming counter-part. Foremost is the built-in turn checking that eliminates the order entry errors so common in PBM games. Games proceed at faster paces (once-a-week or more), turn submission and results are transferred in hours, and rules are available for free on-line. Our prices are significantly cheaper than most PBM fees. New accounts get 2 free turns in all our games. We publish an e-newsletter and post copies on the Internet, CompuServe, and AOL.

Gamer's Den recently entered a partnership with *Llucky Llama* who now provide postal moderation for both *Phoenix* and *Odyssey* in the

United States. **Gamer's Den** continues to provide E-mail gaming to the networked community. We are very excited that the union of our services allows E-mail and postal players a variety of gaming opportunities for their enjoyment.

ODYSSEY

Odyssey, our grand strategic fantasy game, and the first module, *Heroes' Quest*, are now commercially available!

Odyssey is a multi-player strategic fantasy game of diplomacy, exploration, heroic adventure, and military conquest. It consists of the game system, called *Odyssey*, and a variety of fantasy modules containing the story-line and backdrop for your gaming. *Heroes' Quest* is the first module, and it allows 30-50 players to cooperate and compete on a 90x60 provincial map.

You create your position complete with characters, items, spells, statuses, and troops when you sign up for a game. Spend your points on a few powerful characters or a swarm of novices. Concentrate in arcane disciplines, covert activities, combative strength, pious fervor, or a little of everything. Then pick where you want to set-up in the world, and when the game starts, you will be on your way.

As you play, you may pursue heroic quests, amass military might, gain prestige and glory, lay claim to titles and guilds, fight nasty beasts, collect magical items, and carve out your own niche in the world. Work on your own or with a group of players. Your options are virtually limitless in the detailed fantasy world through the combination of hundreds of orders, spells, and features which *Odyssey* provides. Just use your imagination!

Turns processed once per week, and you may submit from 1 to 500 orders for a flat fee of \$5.00 per turn. The rule book and module packet documents are available for free ftp download on the Internet and CompuServe in the PBMGAMES forum. We also sell printed copies.

PHOENIX

Phoenix is a close-ended PBEM space game of diplomacy, exploration, economic expansion, and military conquest. The game has a strong wargame feel to it, and units and player positions are elegantly balanced. Each game has a new galaxy, so no two games play the same. You control a space empire composed of one of seven different racial types expanding from a single homeworld. Your goal is to control over half of the galaxy, either singly or jointly with up to a quarter of the players in the game. Pump R&D points to increase your combat, sensor, jump drive, and science technology. Balance your military and economic growth as you explore the galaxy and search for your neighbors. Drop off command centers on secure planets to monitor and direct your expansion. Centralize your production on a few planets or

distribute your efforts. Most important, negotiate with other players while paying close attention to the planet tally to insure you are one of the winners.

You can start off in single player *Phoenix* games to learn the rules and play the game at your own speed for only \$1.00 per turn. Practice with each of the different races to get a feel for the strategies involved. Then, when you are ready, jump into a multi-player game for \$2.50 per turn. You can test your wargaming skill in two player challenge Mercury matches, join into the diplomatic web of the 20 player Jupiter games, or sign up for anything in between. If you have an MS-DOS machine with VGA, then we have a treat for you. The *Phoenix Ambassador* by Dan Moen of **What Software** is available for free. It is a great graphical tool to help you browse through the galaxy and plot your steps to conquest. Dan spent a great deal of time on the program and it shows. The program features nice artwork by Bart Van Bael. The 200+ page *Phoenix Player's Guide* is available for free ftp download on the **Internet** and **CompuServe** in the PBMGAMES forum. We have printed copies available for \$15. The Guide is filled with strategy and tips, so it is a great companion to arm-chair generals. There are also several Unix based tools that you can take advantage of including a battle simulator written by Steve Mann and an ASCII turn browser written by Jim Griffith.

INDUSTRIAL EMPIRE

Though behind schedule, *Industrial Empire* is moving forward. You are the president of a western-style country in a barely pre-nuclear era, and your job is to guide your nation through the rocky waters of international politics, economic growth, and military conflict for a term of office. Victory goes to the most popular president, based on consumer spending, life expectancy, and the size of your Empire.

In *Industrial Empire*, you are in complete command of the military and diplomatic actions of your country. You influence economics through a budget, investments in commercial industries, trade policy, and the buying and selling of strategic materials on the open market. An AI plays the role of your civilian economy, trading with other cities in the world, spending money on consumer goodies, growing the factories and mines, saving money for a rainy day, and manufacturing military and civilian products. Your people are generally loyal and will support you in most activities.

Industrial Empire was written by Dave Pare and Jonathan Lee of **Network Games Limited**, and offers a rich computer AI controlled back-drop for players to direct their nation's quest for civic happiness. The game features the Advisor, a required player interface for PC Windows.

MORE INFORMATION

To find out more about signing up, you can

view our Web page at <http://www.den.com> on the **Internet**, send **Internet E-mail** to info@den.com, or download the file INFO.DEN in library 6 of **CompuServe's** PBMGAMES forum. We also have files on **America On-line** - use the keyword PBM and look in the File Library.

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PBMGAMES forum
CIS Support: 73613,3472

LLUCKY LLAMA GAMES

Odyssey is here!

Lucky Llama Games, in conjunction with **Gamer's Den**, is proud to announce the arrival of *Odyssey*. Postal players will play with **Lucky Llama**, while E-mail players can take advantage of **Gamer's Den's** excellent electronic mail service.

Odyssey is divided into modules, each with its own story or theme. The first module that we will be offering is *Heroes' Quest*, which features classic themes of high fantasy.

Odyssey offers avenues of success for the roleplayer as well as the power gamer.

* *Odyssey* is a huge game, with hundreds of towns, dens, churches, guilds, castles, monsters, nobles, armies, spells, magic items, quests...

* You receive a color map of your starting area with your first turn.

* Fully customizable setup! Allocate your setup points to your characters, locations, spells, armies and items as you wish.

* Operate on your own or join with a group to achieve victory.

Adventurer Kings

We are very pleased to be able to offer Dave Snell's classic game of exploration, adventure and empire building in a fantasy world. *Adventurer Kings* has long been one of the most acclaimed fantasy play-by-mail games on the market. Every turn includes a beautiful color map of the world as you see it. If you have a computer you may wish to use SAGA, the outstanding graphical turn entry and order checking program.

We are currently filling the following games:

- * 15-day full-diplomacy
- * 21-day full-diplomacy
- * 15-day no-diplomacy
- * Super AK Champion of Champions game (there is no formal definition for AK)



MAGIKA

The Grand Wizard was getting old, very old! To run the worlds most prestigious magic school, takes it's toll. Yet, the burden of screening the never-ending line of potential apprentices was a task that just couldn't be delegated. So with a display of Arcane arts -unparalleled since the days of the Orc Wars- he molded the six threads of power to create a special place, the **Arena of Magika!** Each Moonfeast, an Ebon Mage shall take the 12 new hopefuls out to compete for a chance to fulfill their life long dream, the chance to finally become a **MAGIKA MAGE!**

So you want to be a MAGICIAN?

MAGIKA is a close-ended, tactical, fantasy. RPG game designed solely for magic-users! It is a short duration, (12-18 turns) low-cost, entry level game, on your way to becoming **Grand Wizard!** It allows for diplomatic, team and solo actions through-out the quest. Games run on 2/3 week turnarounds and you receive laser quality reports, with **Full-Color** map updates every turn! Our short plain text turn sheet makes orders a breeze. Write or call for our special or more info. Come adventure with us!

ChoZen FroZen Games
c/o Chris Knapp
850 Shawn Drive
Kingston, NS.
Canada B0P 1R0

Starters Special: \$15 (\$20 Cdn)
Set-up, Rules & First 4 Turns

PGN Member Voice (902) 765-4466 Fax & BBS (902) 765-0513
GENie= c.knapp Internet= c.knapp@genie.geis.com

Champion. If you feel you're ready to swim with the sharks, sign up now!)

* Special team-of-three game. We'd like to have four teams of three friends each. You'll start next to your friends on the map, and we're relaxing the usual quotas for the different alignments.

Krahlizek

Krahlizek is a closed-ended game of strategic warfare. The straightforward basic rules are enhanced by the choice of "innovations" every turn. Will you pick "Tanks" to directly increase your military strength or "Coinage" to allow increased taxation of your citizens? An updated color map of the world comes with every turn.

Phoenix

Phoenix is the elegant strategic space conquest game from **Gamer's Den**. If you've found the *Phoenix* reviews intriguing, but you don't have access to electronic mail, you're in luck! A special turn forecast and error checking procedure lets you catch errors before they happen.

You Rule!

We always have a regular game and an anonymous game filling in *You Rule!* Right now we're pushing the head-to-head tournament. We have four players competing right now and we'd like to get eight. Sign up with your best friend or worst enemy and play on a special twenty-five province map. Winners will play winners until we have a champion. In order to fill this tournament, we are waiving the usual \$5.00 setup fee for the next four players to sign up.

Now that we have more games and more customers, we've set up a separate phone line for our fax machine. Our new fax number is (415) 712-0284. Our phone number continues to be (415) 712-0283.

Llucky Llama Games
80-Q North Cabrillo Highway
Box 226
Half Moon Bay, CA 94019-1667
Phone (415) 712-0283
Fax (415) 712-0284

KEITH LANGLEY

ONE TRUE FAITH is really picking up steam. New games are starting so frequently that there is no longer any point in announcing game starts in a bimonthly magazine like this one. If you've always wanted to be a God or Goddess, or if you want a game that combines great role playing opportunities, intense negotiating and tough strategic decisions, give *ONE TRUE FAITH* a try! The 50 page rulebook is available for free on an approval basis--if you decide not to play we ask you to either send it back, pay us for it or give it to someone else so it can circulate until it finds a player.

As OTF becomes more popular I am

finding less time to spend on other projects. I will no longer be running *ANCIENT EMPIRES*; the two games in progress will be the last two games I will run. Persons interested in this game should contact **Northwest Simulations, Inc.**, who will (we hope) find a new licensee to moderate the game.

MARGUERITE DIAS

Here we are, back again. It's time to give readers an update on what's happening within our modest Play-By-Mail empire<grin>. But first a bit of a warning: our PBM games are not meant to be for everyone. Call us selective if you like. We fashion games for a mature audience and with this in mind, we absolutely insist on a written, signed statement from each new player attesting to the fact that he or she is 18 years of age or older. Without this statement on file, we won't permit an individual to participate in any of our games. Sure, we're limiting our market, and thus our profits, but we have to remain true to the spirit of our gaming visions.

Having said all this, let's go on to the latest and greatest news.

Kavernes, our PBM game of exploration, intrigue and the bizarre, continues to thrive. It continues to rank well within the **Paper Mayhem** rankings, attesting to the fact that it has found its own special spot within the hearts of its postal gamers. The theme is so misleadingly simple: a single character anxiously seeks fabulous riches in a rumored underground labyrinth known only as the *Kavernes*. Danger, wealth and knowledge all await those who take on the challenge. And the price for such a game? Try \$6.00 for starters. Yes, for a measly \$6.00 anyone can begin. That's right! You only need spend \$6.00 to get rules, setup and two turns; thereafter, *Kavernes* cost only \$1.50 for a three-Action turn. Again, we don't believe there's a better deal in the PBM industry.

But don't think inexpensive equates with junk. *Kavernes* is a game with laser printed turns, high resolution graphics, riveting prose, stunning plot twists, unbridled imagination and a fifteen-day turn cycle. Just see if the competition (and we use the term loosely!) can match us. We think we know what the answer will be. So if you're willing to take a chance on a new Play-By-Mail game, try *Kavernes*...it's for real.

Now let's discuss *New Dawn*...our spectacular fantasy roleplaying game set on the wondrous isle of Extraordinaire.

And wondering what it's all about.

If you're seeking depth in a fantasy roleplaying environment, *New Dawn* is for you. Nothing we have ever sampled in Play-By-Mail has ever rivaled *New Dawn's* scope...and it's not a wonder, since we'd devoted years to its design and moderation. Just think, any person could launch a dozen or more different positions within Extraordinaire and never run the risk of repeating oneself. Boredom is quite impossible within *New Dawn*...there's just too much that

player characters can do and see and learn. Remember, Extraordinaire is a realm of enigmas, of places where magic and mayhem move in unanticipated directions, where one never knows what's beyond the next bend in the road.

Joining *New Dawn* is simple as can be. For \$15.00 you obtain our rulebook; the price, admittedly, may seem a bit high, but we furnish all newcomers with a massive assemblage of more than 120 pages, a compilation of background material, documentation and illustrations presented in a fabulous layout unlike anything else in the PBM scene...and we're still waiting to hear the first player complaint about the rules as a whole. Beyond the rules, a setup is a mere \$7.50, which provides an additional configuration package, enabling a newcomer to develop a starting party of up to four members; and the resultant opening scenario — mailed back to newcomers, upon completion of the setup material, with minutely detailed trait sheets, inventories, maps and glowing narrative — has usually surprised, pleased and excited those jaded PBMs who had anticipated just another mediocre roleplaying jaunt. Finally, once a position has been created, turns for *New Dawn*, depending upon the length and complexity, can, on the low end run the gamut from \$2.50 to \$5.50.

To become a part of *New Dawn* is to become immersed in an elaborately constructed game, highlighted by sharp, laser printed turns, attractive graphic maps, beautiful illustrations, elegant prose and though-provoking plotlines that leave you dazzled with possibilities. But if you have your doubts — and some do — then be cautious and simply order the *New Dawn* rulebook. We think you'll be more impressed by what you see; upon perusing the rules, most readers return with an order for a setup; and in fact, for many *New Dawn* novices half the fun of becoming a participant in Extraordinaire lies in the receiving of the setup package and then almost literally agonizing over which race to select (only one initially), which skills to choose and which property to acquire...we have known players who have spent weeks(!) experimenting with various options in the hopes of creating the perfect solo character or adventuring party.

Lastly, we come to *Cyberfringe* — our unique "sleeper" game of the cyberpunk genre. For once we're not going to say much about it. Huh? Yes, that's right. You'll have to experience it to believe it. Sign up now and see something truly new and innovative on the PBM scene. The rules for *Cyberfringe* are \$1.50. A setup is \$1.50. A turn is \$2.00 and a double turn is \$4.00. Be part of the *Cyberfringe*. Jack in and zone out! 2054 is now and paradise is found in the digital links of networks that know no limits.

To begin play in *Kavernes*, *New Dawn* or *Cyberfringe*, simply send us a check (made payable to Marguerite Dias), along with a signed statement indicating you are 18 years or older. But, we'll caution you: once you've taken the

PBM plunge with us, the real world might seem a tad dull in comparison<smile>.

Marguerite Dias
1650 Sequoia Avenue
Tracy, CA 95376

NORMAN CONQUEST GAMES

The *CAPTAIN'S WAR* playtest has continued to be fruitful. Ships now may receive 26 orders, an increase from 11. Their cargo capacities have also been tripled in order to increase profitability. The increase in the number of orders per ship is most significant. Although it will be no problem in the closed-ended version of the game, I may need to delay the open-ended game a couple weeks.

I have to reprogram the file handling procedures to take advantage of the computer's memory above 1 meg. This may turn into an advantage in that I may be able to set the open-ended game for more players, more ships and more colonies. In any case, the open-ended version of *CAPTAIN'S WAR* still should be ready before September and shall start once I have around 15 players.

The playtest has also allowed me to revamp the rules. I do want to thank all my playtesters for their suggestions. Even their questions have generated improvements.

By the time this sees print *CAPTAIN'S WAR* should be up and running. I don't plan on ending there. I will next do a two player, close-ended game on The Battle of Gettysburg. I certainly will welcome any suggestions or comments. If you have any questions or would like more information on *CAPTAIN'S WAR*, please write.

Jason Lee Poultney
Norman Conquest Games
PO Box 1064
Garnder, MA 01440

PRIME TIME SIMULATIONS

FREE GAME! FREE GAME! FREE GAME! FREE GAME! FREE GAME!

WORLD CONQUEST offers all new players a **FREE** game!! If you haven't tried our classic wargame, now is the time... **RISK FREE!**

That's what we said 4 months ago, and that is what we did. A lot of you have taken us up on our offer! You've tried *WORLD CONQUEST*. You wanted more. You've signed up to play in our classic 12 player game. You are playing against other new players. What could be more fair than a level playing field with all new players?

WORLD CONQUEST is easy to learn. The game mechanics enhance your abilities as a player. Strategy, tactics and diplomacy are what wins games. 12 players locked on a limited 50x60 world. Who can seize control?

In your **FREE** game you start with 8 units in the capital city of a 12x12 world. On this world

there are hostile neutral cities. You must find and take control of these cities. Simple, you say? Try it!

WORLD CONQUEST has been played in its present form since 1987. We've added a number of variants, including *MODERN WORLD CONQUEST*. MWC is fast, lethal and futuristic. We also have 2-player, 3-player, 4-player or 6-player team games.

At the completion of each game, players are given **VICTORY POINTS**. These follow the same experience levels that units in your game receive: **GREEN, TRAINED, VETERAN, CRACK & ELITE**. A listing of our **ACE & LEGEND** players can be found in the PBM **ACTIVITY CORNER**. This allows you to stay with your peers or venture into **OPEN** ranking games where you just might find yourself next door to an **ELITE** multi-game winner.

If you have a PC/clone computer and modem, you can play *WORLD CONQUEST* by file transfer using the Internet (Compuserve, Prodigy, AOL etc.) or by using our BBS. We provide to you, **FREE**, our **WCVIEW** program that converts the files into a playing screen of your explored territory. **WCVIEW** will review your battles and show your units as well as your enemy's spotted units and movements. It allows you to make your moves for the upcoming turn and review the possible results. When you are satisfied with your moves, **WCVIEW** will

package your turn so it can be sent to us electronically via modem. We process the turn and automatically

send it back electronically the same day!

For those who use **WCVIEW**, you can also play **Head-to-Head** games against another player. These games are processed automatically whenever both players have submitted their turns. Some players have even completed a whole game over a weekend!

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STELLAR WARLORDS™

The playtesting of *Stellar Warlords*™ is now complete! *Stellar Warlords*™ exists in a galaxy where there are many precious resources and unique alien empires (other players). This galaxy also has many uncharted star sectors,

Captain's War

The new PBM game of space Captains, Pirates, Navies

Start as the captain of a small spaceship. Buy and Sell resources, Gather information, Trade in Colony stock, mine Asteroids or Gas Giants, OR Engage in Piracy, Colony Raids, or other acts of WAR. Earn money to buy larger or more ships, or modify your ship to carry fighters. Join one of Five national Navies and Engage the Enemy

- * over 70 different orders
- * 100% computer moderated
- * up to 6 ships per player
- * and 26 orders per ship
- * 9 officers that increase in rank with experience
- * special standing orders to control ships in combat
- * player actions affect relations between 5 nations

YOU COULD CAUSE WAR OR INSURE PEACE
SEND NO MONEY rules, set-up, and first 2 turns are **FREE**

additional turns \$3 to \$8
specify: big game (open) with
75 players and 500 colonies
or small game (closed) with
15 players and 100 colonies

Norman Conquest Games
c/o Jason Lee Poultney
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plenty of spoils and riches to be found and many opportunities for conquest and battle. This is a computer-moderated open-ended game. Turns will be processed twice a month.

Players will become Emperors and will create and name races which they believe can grow and prosper. The races created by players will be completely alien because there are 120 different combinations available. This wide variety of combinations also applies to star ship designs and systems platforms. We want to share some of the comments from our playtesters:

"This is the first PBM game which truly allows players to have supreme control over their empire's strengths and capabilities. It is a very unique concept and by far the most interesting and challenging game that I have ever played."

"The computer moderated result sheets are clear and easy to understand. The combat results are fair, exciting and contain lots of good hard core information."

"Since I began playtesting 6 months ago, I have literally rushed home from work everyday in anticipation of my next turn!"

"Players will love the endless command combinations this truly is the 'GAME WITHOUT LIMITS.'"

"I've had so much fun naming all my star ships, system platforms, ground units, etc. Now my empire is completely alien to my opponents. When their results sheet reports that they have been attacked by Black Web Battle Fleet consisting of 35 Recluse, 22 Black Widows and 43 Tarantulas--they'll have no idea what attacked them!!!"

One of the biggest challenges is to balance resources, production and technology in order to create the best empire in the galaxy. Here are some of the activities which our playtesting Emperors have been performing over the past months:

- Discovering and colonizing star sectors which are rich in resources and valuable crystals.
- Discreetly performing espionage missions to gain valuable information about other alien empires.
- Masterminding sabotage missions that will lead to the demise of their opponents.
- Striking other empires with covert raid missions to plunder their wealth.
- Unleashing their battle fleets and waging war on other alien empires to conquer their prosperous colonies.

We are currently running several specials for new players. The first 50 players to mention this article in Paper Mayhem's Gameline will receive a **FREE MANUAL and SET UP SHEET!** (\$8.95 value) Players who aren't fortunate enough to be one of the first 50 may take advantage of our introductory offer of \$15.95 for manual, set up sheet and 2 basic turns. Basic turns cost is \$5.00. If you wish to purchase only the manual, the cost is \$8.95. We also have a "Refer a Friend" program and credit incentives

for payments over \$100.

With over 20 years of gaming experience we, the creators of *Stellar Warlords*™, have created a game that will both challenge and reward players. *Stellar Warlords*™ is computer moderated to ensure fairness to all players.

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SUDDEN ASYLUM

SpyKor is a game of corporate warfare in the next century when huge, multi-nationals (Kors) replace government as we know it and strive for domination. It is the first of at least 2 games from this fictional universe to be depicted in a *Sudden Asylum* PBM game. A game has 8 players, each of whom takes on the role of the CEO for one of the Kors. Each player decides what type of company (s)he will play (aeronautics, importing, drug cartel, communications, etc.) and what the Kor's special ability will be. The special abilities currently include increased technology, extra resource production, additional spy actions, Crime Lord benefits among others and are continually considered for update. Each Kor also begins with 1 spy and 1 diplomat (rep). The CEO names these individuals and applies points to various skills for them. These characters are used extensively in *SpyKor* so this can be a crucial part of a position's set-up. Want to be a rogue Kor with nothing but anarchy in mind? Set your spy up as a master assassin and your rep as a brainwasher par excellence. Want to be a bit more subtle, perhaps? Have your spy start out as a high-tech undercover thief. Your rep might focus on falsifying stock market records, destroying some economies and sending yours through the roof.

At the game's outset, players have a lone city under their command, complete with a standard army and air force. From then on, they decide how best to destroy the 7 rival Kors. While *SpyKor* is a wargame, there are numerous economic and civic factors involved. First, there is an extensive stock market represented. The stocks in the market rise and fall depending on several factors, one of the most important being the proximity of war to their headquarters. Another factor which can influence the stock market is how well (or badly) the CEO builds up his or her Kor's industry. It's one thing to flaunt naked aggression, but, being a corporation, Interpol and the rest of the world at some point or another expect you to market a product. Failure to build up your industry can result in deflated stock values, not to mention massive unemployment and a lack of incoming cash. The civilians must be employed, fed, and, to a lesser extent, bribed with all sorts of frivolous luxuries (like running water) or they will grow discontented. If you continue on a blatantly

militaristic path or if you overtax, this discontent will increase rapidly. This could lead to strikes, the slowdown of farming and mining, and mass secession of lands from your Kor. *SpyKor* is interesting in the respect that you will need to use some military activity to win the game, but there are significant penalties involved for doing so.

Another of the unique features of *SpyKor* is the method by which spy/rep/CEO actions are done. Because of the heavy penalties associated with military undertaking, these characters' activities are critical to a Kor's success. Spies can assassinate other characters, sabotage enemy military units or tech research plants, destroy entire cities, steal stocks, credits, tech, and mineral ore as well as provide information on another Kor's spy structure. Reps can convert rival spies or reps to their Kors, ally cities to their cause, manipulate the stock market, purge their ranks looking for double spies, invest in organized crime or donate to charities, buy or sell stocks, or calm (crush?) civilian uprisings. CEOs meanwhile can set population levels for their cities, attempt to enhance ore production, build up industry, or (ever popular) unleash plague on enemy sectors. All in all, there are over 50 character actions a player can do each turn.

A Kor can win the game by several methods. First, and the most obvious, they can be the sole remaining power in the game, the others having been wiped out. Second, they can amass a Net Worth of 250,000 Credits (the money unit used in the game). Third, they can meet private victory conditions which necessitate certain map sectors and stocks they must own. One loses the game by ending a turn without controlling any sectors, having a Public Relations (PR) rating of 0 (this is an abstract rating of how the world perceives your Kor), owning no shares of your own stocks, or allowing your Net Worth to drop below 1,000 Credits.

If you like your wargames to be heavily seasoned with economic factors, meaningful characters, and a lot of very fast-paced treachery, *SpyKor* may be for you. PBM games are \$5.00/turn with a \$10 setup (includes rules and free turns 4-6). Email games are currently run on **CompuServe** and the **Internet**. Email turns are \$2.50 each with free setup. An Email copy of the rules can be downloaded from the PBM Forum on **CompuServe** or can be emailed to you at your request.

For more information or to sign up, write to:

Mike Childress
Sudden Asylum
1401 Gatlinburg Drive
Pflugerville, TX 78660
InterNet: mikec@asylum.net
CompuServe: 76066,2230

ROLLING THUNDER GAMES, INC.

If you've not heard yet, Rolling Thunder Games, Inc. has licensed the classic space opera *Beyond the Stellar Empire*, with RTG gaining full control of every aspect of

the game.

Have you played **BSE** before? It's going to be better than ever, and we'll be moderating the game with our usual professional, award-winning service. We know what you want when it comes to the grand scope of a space opera gaming environment--we're rounding up a crowd of grizzled, power-hungry, battle-hardened starcaptains, the best and worst of the bunch--some of the most experienced gamers ever to gather in one place. We've revamped a number of game systems that players have long asked to be changed.

Ah, you don't know what **BSE** is? It's the original classic science fiction space opera PBM game against which all others have been judged. As a beginning player you are given a starship to operate in an area of space known as the Capellan Periphery. You'll encounter unexplored worlds, alien invaders, hostile pirates and much, much more. Set up mining outposts, deploy ground parties and outfit your ship for battle. Create a blackmarket to fence your smuggled contraband. Hire agents to do your dirty work. You can even start your own colony complete with factories, shipyards, starports, hospitals, casinos and more. Play the role of a starcaptain, colony governor, pirate, industrialist, merchant or whatever else you choose. Over 200 star systems exist for you to explore and exploit, and new totally unexplored systems are waiting to be found as well. Each system has a map as does every world. The level of detail on each planet is incredible. And you don't need to worry about being a small fish in a sea of sharks--**BSE** has a rich history, with a variety of political and corporate factions vying for supremacy. Your services are not only badly needed but are sure to be richly rewarded by whatever affiliation you join. And that's not all. We will be opening up an entirely new region of space that will be geared toward new players. You'll be able to set up new colonies and outposts without having to compete with the massive assets commanded by existing power players. You can download the rules in electronic format for FREE, so don't hesitate. Get in now!

World War IV! Rules and the email turn entry program are free if you want to download them from our Thunder BBS. Alternatively, we can send you the rules and programs on disk (PC only for programs, PC & MAC for rules) if you wish. The rules disk is FREE of charge. Turn fees are quite reasonable at \$6.00 for standard turns and \$4.75 for email turns. Huge positions have the option of submitting a Superpower turnsheet (which effectively doubles the number of orders you may give) for only an additional \$3.00. That's it!--even the largest positions will run you no more than

\$9.00 a turn (\$7.75 if you are playing email). Setup registrations may be submitted email, via our FAX service or via the phone if you are in a hurry to get started (grin).

Victory! The Battle For Europe
Voted Best PBM Game of 1994
Victory! If you want into a game, get your registration form in today (please specify if you wish to be in the slow game). Registration forms can be mailed in, faxed in or uploaded to our BBS and, if need be, we can even accept dictated registration information on the phone. If you are interested in a special game of some kind, just let us know and we'll see what we can do.

Victory! The Battle For Europe uses a tremendous array of World War II era units and is set in the European theatre of operations. 40 players take command of individual nations, attempting to wrest control of territory from other heads of state through diplomacy, treachery and combat. Success in the game is achieved as a result of survival through manifest destiny. Skill, guts and a bit of luck are all important in the titanic battles of survival as nations strive to be the last one standing; the undisputed master of Europe!

Victory! is a combat game of unrivaled intensity and depth. A huge variety of units are represented in the game including everything from Messerschmitt Bf-109s fighters (of several types) and Handley Page Lancasters to Lavochkin La-7s and Boeing B-29 Superfortresses (yes, even the Me-262 jets are available, in both fighter and fighter-bomber versions). U.S. Essex class fleet carriers, Russian T-34s (in several versions), German Bismarck class battleships and British Sherman Fireflies. If the equipment saw active duty, it's in the game! The level of detail in **Victory!** is incredible. You'll have to see it to believe it. Information packages are *free* and you can also obtain the complete rules off our BBS (also for *free*). If you have specific questions and want to talk to someone, just give us a call. We are happy to answer questions, etc.

You'll see why **Victory!** blows everything else out of the water. If you've been looking for the finest in wargames at a very reasonable price (\$6.00 per turn, no combat fees, no monthly fee), give this game a shot. You will not be sorry!

The **Victory!** rules package is \$15.00 and includes a 120 page rulebook, combat, weather and terrain effects charts, a 58 page sectional map and a 90 page order supplement book. The entire package is mailed by Priority Mail so you won't have to wait long. A single-piece **Victory!** wall map is also available. The wall map is optional and is only \$8.00 (36" x 44", blackline print, tube-mailed). **Victory!**

Turn Entry front-end programs are available to players in both MAC & DOS versions (at no cost). These programs are great player aids that make it easier to do your turn. They reduce both player and GM errors. They are available, on disk or by modem off our BBS, to all **Victory!** players. **Victory!** rules and the order supplement are also available on our Thunder BBS (and there is no on-line charge for using the BBS!)

The **RTG FAX** line is also available 24 hours a day, 7 days a week. Currently, we use the same line during normal office hours for both voice and FAX (we'll pick up as normal for an incoming voice call and the FAX machine will take it if it is an incoming FAX). Turns can be faxed in for **Victory!**, **World War IV** and **Beyond The Stellar Empire**. There is no extra charge for using this service.

Rolling Thunder Games, Inc.
PO Box 1240

Broomfield, CO 80038-1240

RTG Hotline: (303) 466-8600

RTG FAX Line: (303) 466-5411

THUNDER BBS: (303) 466-8681 (8-N-1)

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Toadal Chaos



THE
FROG
WARS

Toadal Chaos is a PBM game that simulates the primitive small-scale warfare of mutated amphibian tribes on the distant, post-holocaustic planet of Reptilia. Players control and coordinate a native settlement in combat, capture, and alliance with other players to fulfill set victory conditions.

Complete Rulebook \$3.50+\$1.50
S&H, NY Residents add 8% sales tax. Fix rate of \$3.50 per turn.

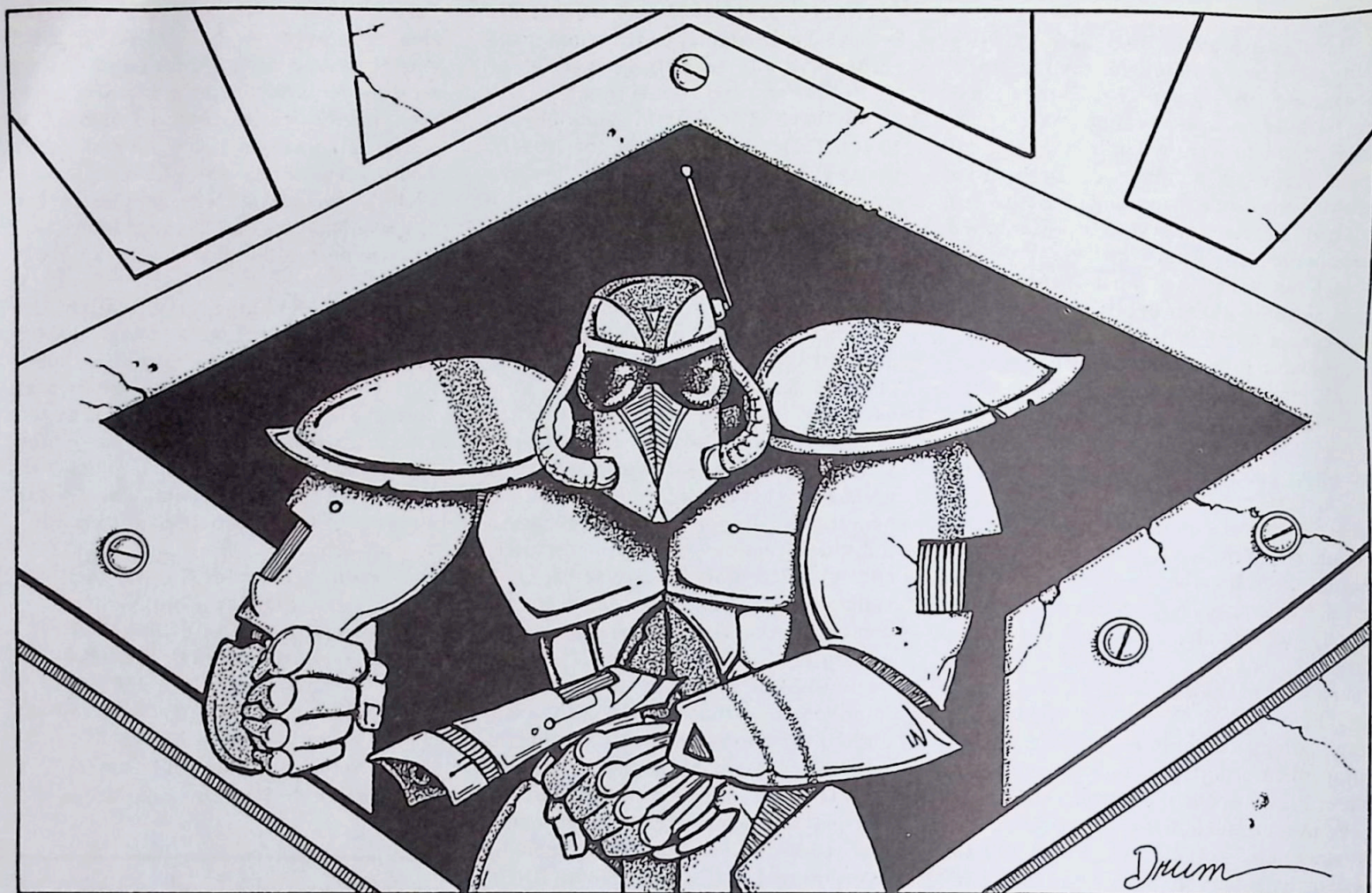
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A REVIEW OF CONTINUUM

By Mark Macagnone

So! You wish to rule the universe! (And who in their right mind doesn't?) But do you have what it takes I wonder? Are you the type who goes for the gusto or do you just sit back and build, waiting for the right time to strike? Well, only time can tell. So let's get started shall we?

The Rulebook...

This small tome of knowledge will give you an overall look at the game. It contains 39 pages of information that will assist you on your quest to conquer everything in your path but beware! There are 16 other individuals who are also trying to outwit, storm, destroy and conquer right along with you.

This booklet covers: *Economics, Technology Research, Transfers between players (something that was not really allowed in the game I played), Starships, Fleets, Movement, Star Systems, Sequence of play, Victory Conditions, Beginning Techs, Examples, Q & A's, Company Policies and then Filling out both types of Turn Sheets.* Yes, there's a lot covered in so small of a manual. Let us take a small look at each subject.

Economics

Just like every other game on the market, we have to concern ourselves with the economic abilities of our little Empires. Still the economics in this game are very simple to understand and handle without the need for a Ph.D. in the subject. Simply put: Each star system has a color to it (Yes, I did say color!). They are:

WHITE	= 20 - 75 points of Resource
RED	= 30 - 100 " " "
BLUE	= 40 - 125 " " "
GREEN	= 50 - 150 " " "
ORANGE	= 75 - 175 " " "
YELLOW	= 100 - 200 " " "

Each star system is different in its capabilities, so go after each color, not just one type. You will be able to increase the Resource point levels of the star systems by re-inventing resource points back into the systems themselves. For every 7 points re-invested you will gain 1 new point. Some of you will say that this is a little steep! Just remember that you will need to use these points for the building of Starships, Defenses, Tech. increases, etc. Without

them....you're dead!

HINT: Even if it's only 7 points, invest from the beginning of the game. Just in case you are placed in the center of the playing field and have been stopped from expanding on all sides!

Also remember that all the resource points that your systems create will be only stored and used in the system that they were created in. Neat trick if you have a system that is all the way back from your front lines. Otherwise use the points to increase your Techs, Re-invest or build GOOD ships. You can also transfer points to your systems that need it, just remember that you will not be able to use them until next turn.

Now let's cover some of the things you can do with these points.

Technology Research

Again, I say that we don't need these new fangled weapons systems nor do we need to build space platforms to orbit our world! We need to help those unfortunate creatures that are in more need of a Mercedes Benz and gold jewelry, as well as food! And I say, that the money that we...Uh...taxed (read took)

Midnight Games Presents

Legends Module:

DARK DOMAIN



The Four Kingdoms of the Outer Sea seek to avenge the last 1,000 years of war against the Islands of Tarvan. Adventurers and would be Kings of Destiny gather their strength for an invasion and hopefully world dominance.

With advanced design features and enhanced order codes, players of Dark Domain will get increased powers for starting characters, including extra actions for the hero-side kick as well as stronger characters and soldiers for the Mercenary and Overlord. Major design attention has been made to the balance of player starting positions, taking into consideration styles of interactive enjoyment. Midnight Games' Legends system, has evolved into the largest interactive fantasy game available today. It features:

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✕ ORDER FORM

Rule Books	\$15
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from those evil Middle Class people, of our fair nation, should be given over to....we interrupt this speech to bring you the following message...we are under attac.....

A statement from Senator Blood
Ing Heart (D)

(Just before the planet was overrun by the Raiders)

Technology is the fuel and the most needed part of the game that you will have to work on from turn one. Besides the building ships, you will be able to increase the types, size and power of the ships, their components or pods, defenses for both your planet and ships, etc.

There are six (6) different areas that you can invest in:

WEAPONS: the types and power of the weapons increase each level.

DEFENSE: shields, deflectors, anti-missiles, etc.

WARP: how fast and how far your fleets can travel.

SCANNER: I can see you and what you have, but you can't see me!

MODULE: Computer, command, combat drives, repair, ecm, eccm.

HULL: everything from satellites to planet killers.

To achieve a Techno breakthrough, you have to invest points to break through the barriers. Once achieved, these break-

throughs will increase your power in the galaxy! Just remember that it will take more points each time you try to increase the level in the area that you just achieved a breakthrough. In other words, let's say you invested 60 points in modules and have just made a breakthrough. Now, let's say that you want to do it again, it may cost you 150 points (maybe, no one knows what the barriers are set at). Also remember that the start point for the next level will always be set at (0).

Starships

This is your bread and butter. The only way to protect, attack and to conquer your neighbors. At the beginning of the game everyone will be building fast moving *Scout* ships to send out and "capture" the surrounding systems from your home system. Each system you are able to capture will give you more and more points to build with.

HINT: Remember that the only way to build or invest is from the points from the systems that are captured. These points stay with their systems unless you transfer them to another system. It is better to build and invest in the system that the points appear.

HINT: Don't let your scouts sit still. Keep them going outward bound to capture and to spy out the surrounding systems.

Now, each ship that is built will start out with a random *Initiative level*. This level determines when the ship will fire at an enemy. The range will be set between 1 and 20. The ship's initiative will increase by the following methods: Through combat (if the ship survives) or through training.

To train a ship the ship cannot involve itself in any activity (except transferring between fleets). To increase the initiative you have to add up the points between the levels you want. For example (yes, this is from the rulebook), let's say the level is a 5, you want it to be a 9, so how much will it cost? Simple enough, $6+7+8+9$ or 30 resource points to bring the ship from 5 to 9. Every ship class can do this except for satellites (but these types are a waste of points anyway).

Now, each ship type or hull type can be made in your own image. Yes folks, they can be huge killing machines, or can defend themselves so well that they will frustrate an enemy fleet beyond the point of no return. Each player will be able to create 25 ship types to work with. Remember this. Let's say you have achieved a new hull type and you already have 25 classes or types of ships. One of them will have to go to start building the new hull type. You can eliminate the type you don't use anymore, but I would suggest that you do it over a system that you own. This will give you about 25% of the value in

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resource points for the hull and modules that are on the ship to that system (this does not include any destroyed modules on board).

Each hull will be able to accommodate X number of modules. These modules can be all weapons (for non-moving platforms), defenses or anything in between. Just remember that each hull can only hold a certain amount of things.

For example: A satellite can only have 1 module. Yet an SDP (defense platform) can hold 50 modules. Remember that every time you achieve a breakthrough in hulls, you will be able to increase the size of the hulls and what they can carry. (Just remember that you will also need to increase the power of your defenses and weapons as well.)

OK, now let's say you now have designed your ships and want to place them into Fleets. Fine, just remember that only 25 ships can be placed in any fleet. Again, each fleet will have an initiative level, retreat level, name. So, have fun naming those fleets as well as your ships/ship types.

HINT: Remember that no two player fleets can occupy the same hex. The fleet with the highest INT will always fire first.

I could go on and on about this, but I think you get the general idea. Later on I will be giving you a peek at the modules types, etc.

Movement

There are two types of movement. *Warp* movement (the only way to travel!), *Reaction* movement (surprise, and you thought you could just fly by without saying hello!).

Warp movement is used to get your ship/fleet(s) from one system to another. To figure out how far your ship can travel just divide the number of warp modules on board by the hull mass. This will give you the number of hex's that your ship can fly in that turn. (This can be increased by achieving breakthroughs in Warp tech.)

Reaction movement sets your fleets to attack when an enemy fleet is within range of your fleets. Let's say fleet #1 is sitting over one of your planets. An enemy fleet is within your jump range as it passes by. Your fleet will jump to that hex and do battle (INT check) with the enemy fleet. Reaction movement can only be set with a fleet that does not move that turn.

Map

The map is set up on 4 sheets that cover a 20 x 20 hex grid. There are 160 star systems in the game. The map does not wrap around so those of you who have positions in the corners will not have to worry about attacks from the rear.

The map is in COLOR! Yes I said color! It will also contain all information that your scans can pick up. What planets you own, where the enemy is (if your scanners are good it will also tell you what type and how

many), what your tech. levels are and last but not least, where you stand in the ratings! All this information is brought to you in color!

The map has evolved over the year that I played to the better. I've seen other players maps and they have a lot more than I've described here.

So what do we do with these wonderful ships? Well you can use them to capture systems, destroy enemy fleets and protect your systems. Oops! I forgot to tell you how your ships can capture a system! Sorry.

Scouts to Dreadnoughts can capture systems as long as there are no other player fleets in the system, and the fleet over the system has a scanner on board one of the ships. Neutral systems have no defenses so it is captured as soon as your ship enters it's sector or hex. Player controlled sectors can be captured in the same way if there is no defense set up in the system. In other words, always build some kind of defense in all your systems or they will be easy picking for the enemy scout ships. Even if it's only satellites (yuck).

BONUS: Each neutral system that you capture, and I mean that you are the first player there, will have a built in bonus prize. This can be in resource points or a new tech. (These are rare but very good to find).

Combat

(Now we are talking.) Combat occurs when two fleets from different players meet in the same hex. Combat occurs one on one. So that means that if I have 6 fleets moving into a hex and the enemy has three, whomever has the better INT will fire first and it will be between one fleet of mine to one fleet of his until the last fleet has either fired, died or retreated out of the hex. Besides the INT the Retreat level is also considered. The higher the level the more aggressive the attack. So take care on how you set your fleets. This is the only way a group of players can attack one player. But be warned. If the enemy fleet is destroyed, then all the remaining fleets will turn on each other until only one fleet is left standing!

This part of the game is the only area that I have problems with. Your weapons have ranges to them. The range is from 5 to 1. You start the attack at range 5 and for each round of combat your range will decrease until range 1 is achieved, or when the enemy or your fleet is destroyed. In all intensive purposes once the fleet reaches range one it should be close in to the planet. Great, you say! This means I could build a defense set up like an onion! **WRONG!**

I tried this. I set up a defensive grid that would have the enemy fleet attack through successive rings of defensive fleets. Yes, I finally figured out that my INT was too low compared to the attacking fleet. Yes, I finally figured out that even though I won the

initiative role I still didn't get to fire first. But what it came down to was each of my fleets being wiped out without firing a shot and the main reason was because the enemy fleet **KEPT RESETTING AT RANGE 5 INSTEAD OF STAYING AT THE RANGE OF IT'S FINAL ATTACK.** Well, I think I made my point! I set up the defense so that the best weapons at the particular range would come to bear. I lost 6 systems that way.

Victory!

There are only two ways to win: by destroying every other player in the game or by a group of players deciding to call the game together. If you win, you will receive a free set up, 1 free turn and a certificate proclaiming your victory.

What will I start the game with? The beginning techs are as follows:

Starship hulls range from Satellites: Cost=2, Mass: NA, Spaces=1 to

LDP's: Cost=50, Mass: NA, Spaces=25

Attack Modules range from Pulse laser: range=5, cost=5 to

Fission Missiles: range=3, cost=5.

Defense Modules range from Deflector Screens: cost=3 to

Anti-missiles: cost 5.

Misc. Ship Modules range from Warp Modules: cost=10 to

Repair Modules: cost=15 to
ECCM Modules: cost=10.

The Game

I enjoyed the game except for the combat problem I described above. The game design changed almost every turn but for the better. The GM listened to his players and incorporated a lot of their ideas. The turn sheets also changed and became more compacted but easier to work with (see enclosed examples). The color map and readouts are excellent and if used properly can give you an edge in the game.

The Ratings

GM Response: 4.5

Rulebook: 4.5

Game Complexity: Medium to High

Turn sheets: 5

Turn results: 5

Fun index: 4

Fun vs. Price: \$6.00 per turn for what you get is good. (If you miss a turn, a no run turn will cost you only \$2.00 for mailing and printing).

Overall Rating: 4.75!

For more information, please contact:

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BLITZKRIEG! An Initial Look

By Stacey J. Maust

BLITZKRIEG! is a closed ended, 100% computer moderated game being playtested by Deltax Gaming here in the US, and designed by Post It Games in Australia. Each of the 25 players is given a country and from there it is up to you to decide just what units to build, who to ally with and who to go to war with.

This is a strategic level war game which looks at first very similar (if more modern) to another game run by Deltax Gaming, WORLD EMPERORS. As far as I can see, both games use the same, or at least very similar world maps. This is okay as this game fulfills my needs for a game where things happen quickly, and snowball from there. Lets look at the game itself and then we'll take a trip on a world wide romp.

The rulebook is incomplete at present, but being a game in the playtest stage this is to be expected. If I have learned anything from my dealings with Deltax Gaming, it's that they pay attention to what their gamers have to say and try to incorporate any ideas they feel will add to their customers enjoyment. They know whose important and they make

you feel that way. An almost rare thing today I hate to say.

Anyway, the rules were complete enough for me to pick up what I needed to know to begin my rush to destroy all opposition in my quest for world domination! Ahem, sorry, back to reality. All the information to play BLITZKRIEG! is in the rules, but I had to spend a little time to dig it out from the sometimes incomplete rules description. I understand that the rules will be updated once the playtest is complete, and all the player suggestions have been received. I would enjoy seeing the finished product.

One of the things lacking are unit descriptions. I had no idea for example how to use Paratroopers, or how to land Marines. But I expect that I will find out during the course of the game. In other games I have played, you simply order the units to "load" onto a transport unit, then tell them to "unload" when they are at their target. I can only assume that this is the way Paratroopers and Marines work in BLITZKRIEG!, but anyone who has ever been in the service or

on a school sports team knows what happens whenever you "assume" anything!

Now, when you receive your setup you will have three turns of a forced peace to accomplish your military planning, build up, as well as, make alliances before anyone can attack you or vice versa. Some people like a game with a forced period of peace, and some don't. I have mixed feelings about it. It is nice to have a period of time when you don't have to start the game going right on the defensive because your neighbors decided to take you out on turn one! But then again, it is nice to grab a little extra territory right away and expand your borders too!

Your country will start with 150 RP (revenue points), 30 SMP (strategic movement points), 10 shares of stocks in each of 12 "corporations" in the game stock market and several "areas" which have an RP value of between 2 and 8 (8 being the maximum RP and area can produce). An area with less than 8 RP can increase the areas RP by using the "MAX" order in every current "build step" the area has. Build steps are used to build

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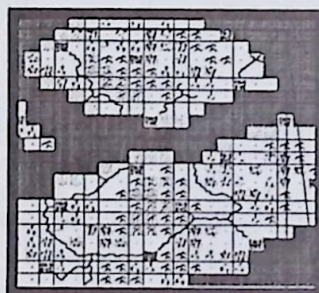
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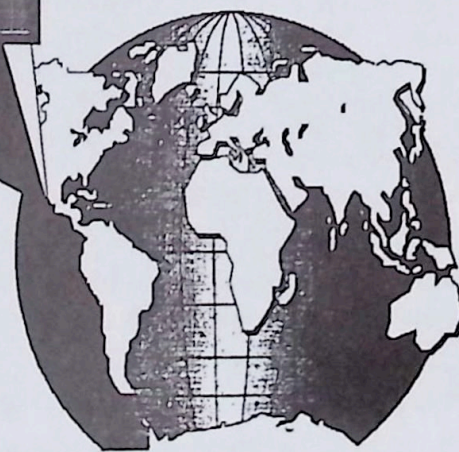
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units, strategic movement points, security, fortifications and garrison troops. They are also used for building other things, including technology upgrades.

RP (revenue points) are used to "buy" build step production, to buy shares in a corporation and for such other necessities as financing your spy missions on your opponents.

Each build step in an area produces 1 RP, unless you use your build step for producing units or anything else. This means that each build step that is used for building units will not produce any RP for that turn. You guessed it, this generally means that you never have enough RP to do everything you want to do. It takes build steps to produce "strategic movement" points. These are what you use to move your troops around, and believe me, you will need hundreds of them if you are building a large force to attack. Each unit moved costs 1 SMP per area moved, plus 1 SMP for your HQ per area moved. EXAMPLE: you decide to go on the offensive and want to attack area CON from area BOP. These areas are separated by areas NAM and ANG. You attack with 10 INF, 2 ARM and 3 CAV attached to HQ 7. With this force you will use 16 SMP for each area you move. Total to move from BOP to NAM to ANG and then to attack CON is $16 \times 3 = 48$ SMP! This is for 1 small force to attack 1 area on 1 front! A medium scale attack could use 200 or more SMP in one turn of attack movement depending on the size of the force and the distance they must travel to reach the attack area.

You must be very careful to use some of your build steps for producing SMP's or you may find yourself with troops that cannot complete their mission. I waited until turn 3 to start building SMP's, and suddenly found that I did not have enough to move the troops

I had planned to use in an attack on an enemy in support of an ally!

Embarrassing to say the least, and disaster if your opponent discovers your weakness before you can remedy the situation! In this case, our opponent was so busy with my allies attack on him that he did not notice that I had not moved. In fact, he pulled troops off my border with him assuming that I was not going to attack. BIG mistake (remember what I said about assuming anything?), as my troops swarmed down from the north and took three areas almost unopposed. He was quickly crushed under the treads of my armored divisions as they swept down like avenging angels! Sorry, but this is almost the feeling you get when a well coordinated attack comes off as planned.

Our alliance is a four player alliance, two of us having played in other games as allies. Since this IS a playtest, we decided to put it to a real test. I contacted all three of my allies and we worked out an attack on our first victim, the KHMER KINGDOM. The plan called for me to wait for a turn after my allies attacked him while at the same time contacting our intended victim and starting gestures of "peaceful" co-existence with each other.

On the third turn after my allies attacked him, I would break off contact, declare war and attack his (hopefully) undefended border. I in the meantime was mobilizing all available troops on KHMER's northern border.

A tactic we came up with worked as follows: Two of us would start an attack on an enemy and push as far into enemy territory as we could. At the point that the attack would falter, the two remaining allies would pass through the front line of the previous assault with the forces we had

following, continue to press the attack, all the while the first two attacking forces would be rebuilding, then pressing forward to the front and follow the two on the attack. In this way we would leapfrog our forces and never give our opponent a chance to recover or reinforce his troops. A second tactic called for the use of naval power. While two of us would attack on one front, the other two would load up forces on transports (lots of them!) and do an "end run" around to the rear of the enemy, land our troops to his rear and finish him off before he could reorient to the new attack. This will give you a definite inferiority complex if you are on the receiving end of such an attack! At the time I am writing this, we are beginning turn four. The first three turns went something like this:

Turn One Plans and Builds

I knew already who I would have to attack by looking at the map, and since the sea was to my back, I had only to ally with Japan and Indo-Australia and my eastern borders would be secure. I contacted Indo-Australia and formed an alliance with him. He was surrounded by the Pacific Ocean and like the idea of having an ally on the mainland since it meant that he would not have to try and build up a large and (VERY) expensive navy early in the game.

Contacting Japan turned out to be a problem, but was eventually done and we were now three strong. At this point we all agreed to an attack on our first target, KHMER KINGDOM. Allen would attack on turn 3 and I would wait two turns while lulling our target to sleep with peace talks. Anyway, I decided on a combined arms approach and for my first turn I order 16 INF, 3 ARM, 3 MEC, 2 CAV; and for sea patrol, 1 SUB to be built. The sub would be used to patrol the seas to the east. I also ordered 3 HQA (air

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headquarters), 5 HQL (land HQs) and 2 HQN (naval HQs). This used all my available build steps for turn 1.

After sending in my orders for turn 1, I had only to wait to receive the results (frustrating to all of us who sit and sweat out the return mail from any company!).

Turn One Order Results

When I get my results, everything appears in order so I set out to continue to build up. All the units ordered were built and I needed to bring them all to the border of my target, but first, I need to gather them up with the Headquarter units also built. When you order HQs, they will be printed out on your order sheet simply as "HQL", "HQA", "HQN" and a unit number (e.g. HQL 2-land headquarters #2). You can give your HQs a name or a designation if you want. I have been using standard military unit designation.

In this game, a single INF unit is Corp sized, but I have down graded them to Battalion size in my empire to facilitate my enjoyment of the game. This does not mean that my units are smaller than everyone else's units, but I think of them as smaller so that they "fit in" with the military structuring of my units. This allows me to "feel" like the game is more realistic. One of my HQ's may look something like this:



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HQA 2 - 2nd FTR. WNG.; 6 FTR, 2 GAT.
HQL 4 - 4th CAV. DIV.; 12 CAV, 4
ARM, 4 MEC, 4 ART.

HQN 3 - T.G. 3 (Task Group 3); 2 ACS,
6 HNS, 4 SUB.

This is of course not required, but how many of us don't enjoy at least a little role playing, even if we have to "invent" it ourselves.

Next, after using the "ADD" order on my HQ's and giving all my forces a quick once over to determine who to send to the front and who to put on the defensive for garrison duty; I see that I have 130 RP left and decide that I will wait another turn before sending out my spies.

Since the amount of information/damage a spy can get/do depends on the amount of RP spent, and the security level of the area you will spy on, I want to be sure I spend enough RP to prevent my troops from running into anything unexpected. Blast counter intelligence anyway!

Turn Two Plans and Builds

I order 10 INF, 1 ARM, 1 ART, 2 CAV and 2 MEC on turn two. I also order some of my areas to MAX (increase maximum RP), and contact my allies to work out our strategy for attacking our target.

One of our biggest stumbling blocks is that all of my allies are surrounded by the Pacific Ocean. This means building transport ships and planes, lots of them, to get their troops to the mainland so they can get to the front. Transport ships are expensive, as are transport aircraft. Plus, you need to build 1 transport vehicle for each unit you wish to move over the water! 30 units means building 30 transports to move them all at once, or many trips with a few transports to move all the units over several turns!

Ships that travel by sea are of course vulnerable to attack by enemy sea units and subs. Units traveling by air run the risk of being shot down by enemy fighters. To help reduce your losses, you will need to send along several empty transports who will be destroyed first, sparing (possibly) your troops.

Many parts of BLITZKRIEG! are similar with other war games I have played in and this helps me somewhat in the "gray" areas of the rules; for example: build steps can be used for the building of units, several other options or they can be left blank and they will produce RP for you. Since I planned on attacking my neighbor soon, I decided to let economics go for now and concentrate on building up my forces.

I also decide that MAXing my areas will have to wait for awhile as well since it takes all of an areas build steps to raise the areas RP by one level. But eventually, I will have to do this or fall behind everyone else in tech and

RP due to the reduced area sizes.

Turn Two Order Results

Well, everything looks good at this point, I confirm my alliance with Japan and it looks like we will have an Asia that is mostly united. This will help us all out as allies can cross each others areas without conflict. This means that we can all move into a captured area and move as a single force against an opponent. Japan has agreed to help me defend one of my northern areas which releases some more of my forces to send south.

I now have 7 divisions made up of armor, infantry, mechanized infantry, armored cavalry and artillery poised to strike with more on the way over the next 2 turns, as long as no one attacks me that is! I don't think I need to worry about that yet, my borders are well defended and an attacker would have little success in attacking me, as I only have to defend 2 borders instead of 4.

I don't want to alarm my intended target yet, so I tell Allen to wait until turn four to ally with me. Since alliances are announced automatically, my target would spot the announcement and move troops back to our mutual border, knowing that an attack was imminent.

I want to try and maintain the element of surprise for as long as possible. This means that politics in BLITZKRIEG! are used to form alliances, and to lure an intended victim into feeling that his border is safe, then attacking him. I have never played in a game where I was forced to lie to another player to gain an advantage, but there is a first time for everything!

Turn Three Plans and Orders

Whoops! I got so wrapped up in planning that I forgot to send in my turn three orders before the due date! I know that I am not the first to do this, nor will I be the last, but it really bites when this happens! This means no builds, no movement and a wasted opportunity!

Anyway, it catches my attention and I vow never to let it happen again, and by the way of compensation, I order my entire communications staff taken outside and SHOT! This done, and feeling much more in control of things, I wait for my turn results to come back, fearing the worst would happen because of my failure to keep things in perspective!

Turn Three Order Results

Ah ha, this is interesting. "Empire 17 tried to ally this turn" my report tells me. I look at the list of players and find that Emp. 17 is run by an old friend from STAR QUEST days. I contact him and we agree to ally on the next turn. This brings our alliance to four members. We are the largest alliance in the

game so far.

I order additional fighting units constructed and after moving the units already built to the front I will be attacking on, I discover that I am short on SMP! I must remedy that on this turn. I order 29 SMP along with the units so that I will have enough for the attack. I'll have to be careful of that in the future since without SMP, even an invincible army is nothing but a very large garrison!

In the meantime, Phil and I plan on how we can get his forces from western Australia to the mainland. We decide that when I capture KWA on the east coast of KHMER, Phil will land his troops in my new area and with my forces will push west into the heart of our enemies country.

Meanwhile, Allen will sweep up from the south and move along KHMER's west coast and meet up with mine and Phil's drive from the east! So far, I have not done any TECH increases, counting on numerical superiority to over come KHMER's technological edge.

Taking the 4 areas I have targeted will increase my RP by 32 once these areas have been brought up to the MAX RP level. This will take 2-3 turns from the turn of capture.

As planned, Allen has declared war and attacked our target on schedule. In fact, wars are starting all over the world like wild fires out of control! This was however expected as

Deltax told us from the first that this game would not be played out to completion. We are all assuming this game will run to about 15 turns or so, until Deltax has enough data and comments from us who are playing to work out any last bugs and make a few improvements. To this end, Bob at Deltax asked us all to go to war as soon as possible.

MANY players decided to do just that! Anyway, we'll see how things go from here as turn 4 will see my armor heavy forces hitting our enemy for what we hope will be a crushing victory!

END OF PART ONE

Turn Four Plans and Orders

Now was the time to gather information. I order spies to spy on the two areas of KHMER's that are on my border, plus two areas on my border with the HINDU EMPIRE to my west. I choose the easiest of the spy orders "Report on Area Information". This will tell me (hopefully) what forces, fortifications and minefields are in the two areas I will be attacking on the next turn.

Since I will attack on the next turn; Allen, Scott, Phil and I all decide that we will send in our alliance order next turn as well. At the same time, I will go to war with KHMER and give the attack order to my land forces. My air support will include 2 FTR units flying

patrols over the target areas, 4 GAT units with 2 FTR units escorting conducting ground support, plus several faint attacks on other areas by other air units and 2 SUB's to the east of my target areas.

Phil is sending troops by ship with heavy escort to land troops in the area I capture on KHMER's east coast, Scott is supporting these attacks with naval power and air units patrolling to the east to keep anyone from pouncing on us while we are engaged in our attacks and Allen is attacking KHMER from the southwest with landings and a naval bombardment of enemy areas to weaken KHMER's ability to reinforce his army in the north.

These are the plans anyway, as I continue to pour troops south to put as many units on the front as possible. So far, KHMER is playing right into our hands as he sends his troops south to stop the invasion Phil is planning. I don't know why KHMER has not thought yet to spy on me as he would surely realize what is happening if he saw the forces I have gathered on his northern border. Not that he could do much to stop me at this point, I have too much concentrated for him to stop, but he could launch a spoiling attack which, though doomed, would at least throw off our time table and allow him to mount a defense.

It is to late now, but it almost seems like I am being given his country. I'll take it with

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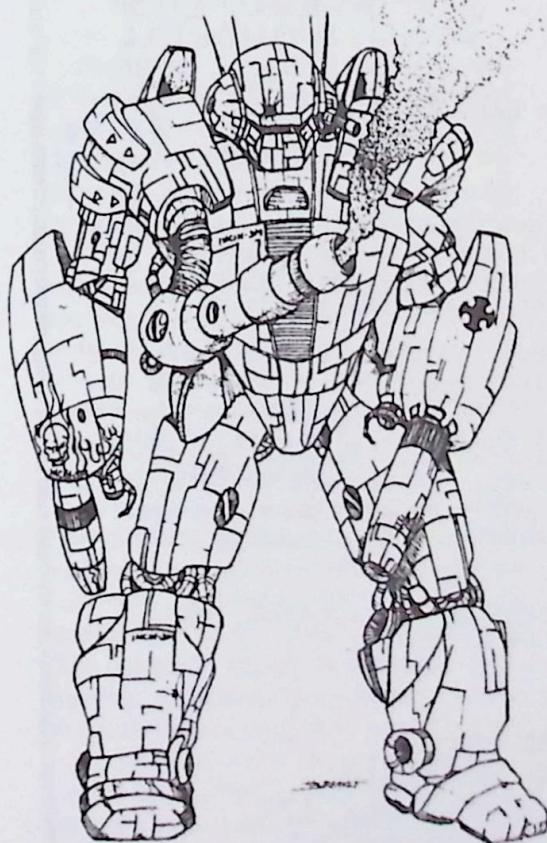
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both of my greedy little hands! I note that Emp. #10 wishes to ally with me. I agree and now have 3 secure borders at least for the moment. Scott is sending several infantry units to help me garrison a border with Emp. #12 as I have not been able to get any response from them and fear that he may attack me when he learns that I have committed most of my forces to the south.

Scott is playing mostly an economic game and is therefore maintaining a defensive posture and lending support in the way of patrols and garrison forces to allow the rest of us to continue our offensives elsewhere. With these thoughts in mind, I order the additional air units, order my subs south, order 12 additional INF units and a new SUB unit. I also increase my SMP's by another 20, must be able to have SMP's left over for contingency's or targets of opportunity.

I order the latest units constructed south to the front, and build fortifications along my northern and western borders. I now have 3 Divisions ready to attack with a total of 22 INF, 10 ARM, 5 CAV, 5 MEC and 6 ART. I am maintaining a reserve of 10 INF, 2 ARM, 2 CAV, 3 MEC and 2 ART just in case I need a follow up force or one of my other neighbors decides to hit me somewhere else. Having done everything I can for now, I send in my orders and wait.

One more thing, I almost spent some of

my precious RP's on buying stocks in the stock market. I looked into the cost of return ration and found that if I buy 100 shares of stock, at the rate .03 RP per share per turn it would be 33 turns before I broke even! Forget that!!

The most useful part about the stock market as far as I can see is that if you have enough shares to gain a controlling interest in a corporation, then you receive certain helpful benefits.

EXAMPLE: If you have a controlling interest in an oil corporation, you receive a reduction in the SMP cost of moving units. Control both oil corporations and receive an even bigger reduction in SMP costs to move your units.

There are corporations for oil, tech, munitions, ship construction, aircraft construction and supply production. Control of one or both munitions corporations reduces the build steps required to build land units, aircraft corporations the cost of air units, tech corporations the cost of tech increases, shipyards the cost of naval units and supply production corporations the cost of supplying your units.

I would recommend extreme restraint in buying in the stock market until later in the game, as you will need the limited RP at your disposal for other activities. The prices of shares in the stock market fluctuate up and

down as in the real stock market; but since control of a corporation requires that you have the majority of the owned shares, and since all 25 players start the game with 10 shares in each corp., it will cost several hundred RP to buy a controlling interest in any corp.

Anyway, wait awhile. You may decide like me that your RP's can be put to a much better purpose elsewhere. Besides, it costs RP to supply your forces each turn. My cost is up to 18.5 per turn now and increases with every unit you order built.

Once I have control of the four areas I will be attacking over the next few turns, I will dedicate one area to tech increases, two areas to SMP production and one area to RP production. Since I want to have my troop production as close to the front as possible, I will use the newly captured areas for building units, and the areas in my home territory for producing the RP, SMP and tech that I need.

So far, my planning calls for using land routes to attack on, but once the four areas I have targeted have been captured, I will have to cross via "land attrition routes" to press my attack.

Land attrition routes are overland routes that have a detrimental combat effect for units attacking via these routes. I do not know yet how much of an effect this will be as yet, but I would imagine that I will not like it much. I have heard rumors that you can lose up to 10% of your attacking forces when attacking via land attrition routes, but I have not been able to confirm this with Deltax Gaming. They are being a little cagy with information and tell us to "try it and see".

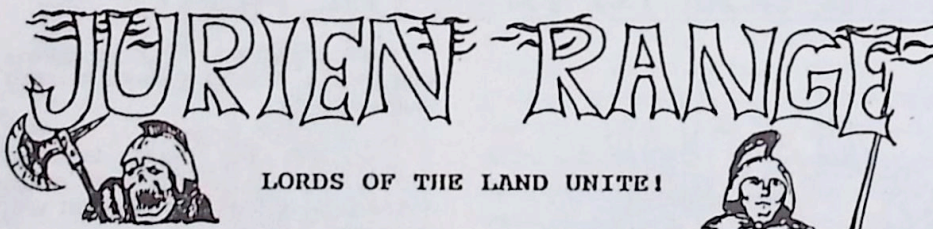
As far as naval power is concerned, I have decided to go with an all submarine force to attack enemy ships. To this end, I have dedicated one of my areas to the production of submarines. These cost 6 build steps each. The two remaining build steps will be used for producing SMP. Note: Try and always use unused build steps for adding to your available SMP, along with those areas which have been designated to SMP production. In this way, you will always have SMP's being built, even if it is only a few.

One more thing on units. I have been producing an assortment of units for my "combined arms" operations, but this is not always a good idea. I can do this because one of my allies is producing large numbers of pure infantry to bring our total numbers up.

This turn will see some very interesting developments when I get my order results back and launch my long awaited attack!

For more information on BLITZKRIEG!, contact:

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ADVANCED GAMING ENTERPRISES

Crack of Doom

Starting in Eastern Panagea, fighting continued at the Ogre city of Stonewood as the Trekkers (Lawful Terminator Humans) hammered the largely defenseless Sun Dogs (Chaotic PTL Gnolls). Nearly two weeks later the Trekkers attacked again as they ambushed Dark Half (Chaotic Gnolls) as they entered the sector. Like the Sun Dogs before them, the Dark Half was ill-prepared for combat and easily defeated by the powerful Trekkers army. Several days later the Wyraxian (Lawful Terminator Giants) and Hill's Angels (Lawful Terminator Giants) teamed up to defeat the mighty 2112th Brigade (Chaotic PTL Gnolls). A week later the Trekkers, a very aggressive army, launched yet another attack, this time directed at Overboard (Chaotic Kodan Raman Goblins). In what is apparently becoming their trademark, the Trekkers attacked with overwhelming odds and easily defeated their Goblin opponents.

On the Vivatian Plain the Chaotics apparently retaliated for the attacks at Stonewood as the K-Team (Chaotic Kodan Raman Gnolls), Wolverine Psychos (Chaotic Kodan Raman Gnolls) and Skua (Chaotic Kodan Raman Gnolls) struck at the 2nd Scarlet Brigade (Lawful DOA Humans). Despite a determined defense, the 2nd Scarlet Brigade was soundly defeated and nearly destroyed.

In the Elderwood forest region, at the Ogre city of Morgroth, the 3rd Crusher Division (Lawful Giants) and Kitty Hawk (Lawful Humans) attacked and defeated the Slap Happy Ogres (CSA Ogres) after some fierce fighting. At about the same time the Jem'Hadar (Humans) obliterated the remnants of Bogrot's Brigade (Orcs) after a brief battle. Several weeks later the 3rd Crusher Division attacked again and all but destroyed the devastated Slap Happy Ogres.

Finally, on the plains of Illyria, the Free Company (Lawful Terminator Humans) attacked and defeated the battered Grey Robesmen (Verra worshipping Elves).

CTF 2187

Arena #210: Turn #10 was the final turn of this hard fought contest and saw Side #3, the heaviest team and the only one that did not suffer any Bot casualties, regain the lead for the first time since Turn #1 and win the game! Side #4, the lightest team and the one that had held the lead since Turn #2, found themselves without any targets and thus scored no points--leaving them in second place as the Team Victory slipped from their grasp! This turn saw the game's 3rd and final CP Kill as Cadet Fenix destroyed Command Post #2 with a Mega Missile strike from his Devastator. The best Bot

Victory Rating was 6.88--A NEW RECORD!

Arena #211: Turn #9 saw Side #2 expanding their lead and winning the contest. A victory for the CENTURIONS over the BLACK BLADE BRIGADE! This turn's fierce fighting saw the near destruction of six Bots and Command Post #1. Most of the fighting occurred near the map's center in a mass melee that involved nearly 75% of the game's survivors. In fact only three Bots did not participate in the general engagement--what an end game brawl! The best Bot Victory Rating is 4.86.

Arena #216: Turn #7 saw Side #1 expanding their lead as they continue to dominate the ratings. To add injury to insult (rather than vice versa) Side #2 suffered their second Bot casualty as Cadet William Munny ejected from his damaged Devastator (VR=1.20, DR=3.02). Next turn will likely see a number of additional casualties.

Turn #8 saw Side #1 rapidly expanding their lead and winning the contest. The BLACK COMPANY has defeated the OVERLORDS! This turn's action was largely limited by Side #2's apparent efforts to disengage from combat and avoid any additional casualties--which was apparently successful as Side #2 ended this turn with two Bots and no additional casualties. The best Bot Victory Rating was 3.98.

BATTLE-MAGIC GAMING

Atlantix

Obituaries: Zoltar, #304, killed Laurent, #178, in a Death Challenge to earn his 4th star. Logan, #376, killed Centuro, #538, in a Death Challenge to earn his 5th star. Thorn, #301, killed Krynn, #654, in a Death Challenge to earn her 2nd star and win her first tournament match.

Other News: A gigantic quake rocked the island destroying many buildings, causing many injuries and taking a few lives. Priests of the Sea God temple have claimed the Sea God demands more sacrifices lest it rock the city again and have volunteered to take all criminals off the hands of the constables to this end. The mayor has yet to comment on this offer.

Grey sea beads flood market, price drops to 3 coins each. Hoarding, for some unknown purpose by some unknown individuals began last year. At it's peak the price for Grey sea beads reached 5 Bills each! However a massive tidal shift, probably caused by the quake, has deposited thousands of grays on the city coasts and on the market, causing the price to plunge.

Jacob Swift, #398, has been proclaimed a hero for saving 5 persons from the Adventurer's Inn when it almost collapsed during the quake.

Blood, #313, and Crowbard, #571, destroyed a small animated dragon on block 2.

FI News: Talondril, #338, and Raga, #225,

encountered some giant beetles while exploring a cave here.

Jarl Ster, #354, encountered some very small men while going along the river on FI.

Hendel, #328, Cassandra, #329, D Arc'lyte, #307, and their companions were attacked by a giant Kraken while exploring a ship wreck off the eastern coast.

Into Infinity

ANDROMEDA - SUPER News: The Marauders attacked a large Free Traders fleet here, the battle still rages.

Gamma News: Hechee conquered 1 Haunt of the Unholy colony. Imperial Empire conquered 2 Haunt of the Unholy colonies. Imperial Empire conquered 4 Free Traders colonies. Imperial Empire conquered 2 Black Eagle colonies.

Omicron News: Octagon conquered 5 Absolute Spirit colonies. Vixen conquered 1 Absolute Spirit colony. Theocracy of Light conquered 3 Hazaran colonies. Camelot destroyed a Paladian fleet. Camelot conquered 2 Absolute Spirit colonies.

Spinel News: Xanadu conquered a Akinian colony. Xanadu conquered a Mists of Avalon colony. Xanadu conquered 2 Astrothain colonies.

ROMULUS - Algol: XX'an conquered 7 Kheta Sect colonies. Fleets from Tau Ceti, & Sinstar destroyed a Kheta Sect fleet & Hellrazor fleet. A Tau Ceti destroyed a Kheta Sect fleet. Tau Ceti conquered 8 Kheta Sect colonies. Sinstar conquered 6 Kheta Sect colonies. Koriath conquered 6 Kheta Sect colonies. XX'ann conquered 2 Lair of the Lich colonies. Tau Ceti attacked the Lair of the Lich HW and bounced off it's defenses. Tau Ceti conquered 3 Lair of the Lich colonies.

ENTERTAINMENT PLUS MORE, INC.

Adventurers Guild

[from the diary of Tolstoy]

Today has been wonderful! My first tournament win...I cannot even describe the elation I feel. Dagna deserved first place as much as me. I hope he's not sore.

Watching Sten and Ripjack go at it for first place in the top division made me feel sorry for the many monsters and villains those two have defeated. Such speed and power is incredible. I wonder if one of those two will be the warrior to vanquish Azcor?

Talk around Ciston was that the swamp lich was getting irate at the guild members there. Luckily the lich did not make a surprise appearance at the tournament. There did seem to be an unusual number of rats about though...I'll have to remember to ask Killian about that.

[If you think you'd like to join the fun in the Adventurers Guild, see the Gameline section]

FRACTAL DIMENSIONS

A Duel of A Different Color

Awards: Catadu University pays tribute to the Instructors of the *Shades of Twilight*, *Crystal Shards*, *Purity Through Chaos*, and *Rexnals Council*, who all recently accepted the award of Tinthood by establishing a complete team of students that together have achieved Tint level. The Instructor of the *Kaleidoscopik Ventures*, *Lord Bogg of the Warlocks of the Mist*, and *The Nameless One of the Conqueror Worms*, who, in the past, have each received an award for guiding their team to Tinthood, celebrated accepting the coveted Shadehood certification. Finally, *Saliena of the Winter Flowers*, was present when her two students, Bollo and Pierre, were presented their Hood of Pigment. The Council of Colours send their congratulations to all those who have received an award this period and bask in the golden light of their accomplishments.

From the Morgue: During the period 5/6/95 - 6/24/95, four outstanding students have fallen in the face of the dueling examinations. The Council of Colours, along with the entire staff and faculty of Catadu, mourn the passing of these students. Their memories shall be honored and their names shall be engraved in the Tower of Peace forevermore. Our sympathy goes out to the surviving members of each team and their instructors. HOLA!

May 6: Darcy - Sound & Fury by Bedlo Oldeb - Conqueror Worms

May 20: Radoinii - Kaleidoscopik Ventures by Bedlo Oldeb - Conqueror Worms

June 10: Sigmund Freyin - Shades of Twilight by Fireduke - Flamethrowers

June 24: Kid Ego - Wimps of Death by Torch - Flamethrowers

Tournaments: Finally, the *Tournament of Colours* is coming to a conclusion. After three rounds of duels, the finalists are ready to battle for the top honors in each chamber. In the Bronze Chamber, underrated *Six of the Sound and Fury* is pitted against *Trizity of the Black Shadows*. Six has already beaten Xian, Tray Ban, and Pathos of the Black Shadows, so this is expected to be a great grudge match. The Silver Chamber has seen a lot of action during this Tournament. Bedlo Oldeb of the Conqueror Worms killed two opponents only to lose to *Phoenix of the Flamethrowers* for a place in the final round. Phoenix is up against *Chirrip of the Kaleidoscopik Ventures*, who is a worthy opponent in her own right. In the Gold Chamber, heavyweights *I'roc of the Crystal Shards* and *Pierre of the Winter Flowers* are squared off against each other. This is another grudge match, for the Shards have been pitted against the Flowers for the last two semesters with much bad blood between them. Pierre has already trounced Amber of the Crystal Shards to achieve

his place against I'roc in the final round. So far, the Tournament has been a success with all participants receiving awards and experience points that will give them a boost in the university standings. All at Catadu are getting ready for the final round and closing ceremonies of this year's Tournament of Colors. Postings of the final chamber matches and previous round winners will be on display in the Common Square. Final tournament matches will be held concurrently with the regular dueling examinations.

Catadu University Honor Roll

The Black and White Colors bid congratulations to the newest teams of CU's Honor Society. These teams are currently ranked the top fifteen best at the university.

Team Name	Statistics
1: Winter Flowers(3)	91[1]-103-68
2: Rising Sun(25)	47[3]-20-10
3: Sparklers(15)	55[0]-36-26
4: Crystal Shards(42)	60[7]-32-16
5: Warlocks of The Mist(59)	63[1]-22-19
6: Grey Sword Circle(37)	30[4]-13-9
7: Kaleido. Ventures(23)	43[0]-38-12
8: Flamethrowers(65)	37[3]-15-7
9: Freemages(30)	35[2]-23-18
10: Conqueror Worms(57)	36[4]-49-23
11: Wimps of Death(35)	32[1]-48-19
12: Nightwings(7)	55[0]-109-16
13: Shades of Twilight(77)	28[1]-21-8
14: Sound and Fury(48)	25[2]-14-6
15: Killer Inc.(19)	19[1]-16-12

Note: All teams do not have five members. Therefore, the teams statistics might be misleading. Actual standing are done by averaging the team member's ratings.

The Council of Colors bid congratulations to the newest members of CU's Honor Society. Those students are currently ranked the top twenty best at the university.

Student Name/Team	Statistics
1: Bloodshot/25	26[3]-8-3
2: Bollo/3	23[0]-16-14
3: Pierre/3	22[1]-17-11
4: Divine Wind/25	21[0]-12-7
5: Remus/27	17[3]-5-2
6: Gorgon/15	19[0]-13-9
7: Amber/42	12[4]-4-3
8: Maurs/3	16[2]-8-1
9: Black Martin/48	16[2]-8-1
10: I'roc/42	15[2]-8-4
11: Cerise/42	12[1]-3-5
12: Cambridge/30	16[0]-14-8
13: Tanzanite/15	16[0]-14-8
14: Vorn/59	13[0]-1-8
15: Young Swirl/20	10[1]-6-7
16: Chirrip/23	14[0]-4-4
17: Beldas/59	13[0]-1-5
18: Diamond/15	12[0]-9-2
19: Saalierka/23	12[0]-9-2
20: Dartheo/59	14[0]-2-2

Toadal Chaos - The Frog Wars

Game #10 - Recently, the *Mabinogi*

settlement, formerly *Kenya AA*, almost got away with a "snatch & grab." Taking advantage of their alliance with *The H.O.R.D.E.*, a group of *Mabinogi* salamancers teleported into a *H.O.R.D.E.* vacant settlement in an attempt to destroy and ruin it while the former occupants were away. Luckily for *The H.O.R.D.E.*, they came home in the "nick of time" only to find their friends "trashing the place." As you might guess, a battle resulted and, in the end, the *Mabinogi* were ousted. In another part of the map, *Gaia's Legion* has been throwing fireballs at various units of the *Croak and Dagger* which manages to keep building up that settlement's Victory Points. As of this writing, the victory point rating is *Gaia's Legion* in the lead, *The H.O.R.D.E.* and *Croak and Dagger* tied for second place, and *Mabinogi* in last place. This is still anyone's game because the *Legion* is down to one salamancer and must begin using ground tactics.

Game #11 - The Rebels of Hoth have taken the lead in this game by advancing on the settlement of the *Marsh Mallow Cove*. The *Cove* is in second place by inflicting casualties on the *RoH* and fighting off the advancing enemy frogs. *Innsmouth* and *Hop's Lot* are in third and fourth place, respectively, with *Malthusian Nightmare* bringing in last place. With this game, it is easily seen that the accumulation of Victory Points is proportional to the amount of conflicts one has endured. The last three clans have seen little action on the map of *Cryptych's Lot*. Is it possible that they are waiting their chance to reap the spoils of the *Hoth/Cove* engagement?

Game #12 - This game has just started and is being played on the *Newt's Revenge* map. *Newt's Revenge* has a quite different terrain features than *Cryptych's Lot* which is being used in Game #10 & #11. It has more lowlands and less hills that the former which will allow for a set of different tactics and a faster moving game. The beginning settlements are the *Bovine Banana's*, run by Scott Schaffer, *Clan McKermitt*, managed by Christopher Paul, *Poison Dart Guns*, guided by Aaron Scott, *Kreldie's Crag*, overseen by Lyle Stirk, and *Pariahallow*, directed by Charlie Ormsby.

GAMER'S DEN

Odyssey

Seventy players participated in the final round of the Odyssey playtest. The two test games hosted 30 and 50 positions, and each processed a turn per week. We greatly appreciate the time and energy our playtest supporters spent. THANKS!!!

Phoenix

Our latest batch of winners include:

Phobos-29 : Jim Griffith

Titania-34 : Bob Thomson

Keith Thompson

Andrew Barton and Steve Mann, as a

pini, both have the lock on the fastest single player win at 21 turns.

LLUCKY LLAMA GAMES

You Rule!

Three players win You Rule! game 13

You Rule! 13 has been won by the 3-way alliance of Bob McLain (VulDragna), Russell Rice (LordWorm) and JoAnna Stansby (Harmony). VulDragna made a last-minute attempt to win the game on his own, but came up just short and was forced to accept the three-player victory.

Final Results of Game 13 (17 turns)

CodeName	Player	Score	Rtng Pts.
1-3 VulDragna	Bob McLain	270	11.00
1-3 LordWorm	Russell Rice	222	11.00
1-3 Harmony	JoAnna Stansby	210	11.00
4 Blucher	Dave Saville	137	6.00
5 Cambridge	Jan Day	109	5.00
6 Asylum	Mike Childress	73	4.00

Congratulations to Bob, Russell and JoAnna!

Larry Rodin and Michael Corey win You Rule! Game 25

Larry Rodin (UncleHairy) and Michael Corey (Opossum) achieved a swift victory in game 25. Larry played a very successful game on the large land mass on the Isotope map, while Michael expanded from his island kingdom.

CodeName	Player	Score	Rtng Pts.
1-2 UncleHairy	Larry Rodin	256	12.00
1-2 Opossum	Michael Corey	190	12.00
3 Heime	Michael Stedman	125	7.00
4 Overlord	David DuJordan	114	5.00
5 Islander	John LeLange	92	4.00

Congratulations to Larry and Michael!

Two solo games of You Rule! have also finished. In game 31, George Kitchen defeated L lucky much more quickly in his second solo game, defeating the llama on turn 14. Scott Hammons, in his first You Rule! experience, defeated L lucky on turn 16 in game 41. Congratulations to George and Scott!

Top You Rule! ratings as of June 30, 1995

1	Del Wilson	34.50
2	David Saville	28.50
3	Larry Rodin	18.00
4	Frank Lowther	17.50
5/6	David Ondzes	16.00
5/6	John LeLange	16.00
7/8	Brady Dalton	12.00
7/8	Michael Corey	12.00
9-11	Bob McLain	11.00
9-11	JoAnna Stansby	11.00
9-11	Russell Rice	11.00
12-15	E.P. Flemyng	10.50
12-15	Glen Chip Grier	10.50
12-15	Jamie Norton	10.50
12-15	Rick Moscatello	10.50
16	George Kitchen	8.00

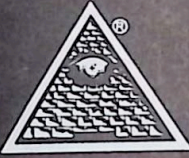
David Smith wins Adventurer Kings game 281

David Smith (Kal Torak) was elected World Emperor with a 72% vote. Kal Torak had a total of 52 points for imperial offices, including World Emperor, Imperial Grand Marshal and Angel of Death. Mark Herda (Somebody) was in second place with 11 points, including the offices of Imperial Treasurer and Lord High Defender. Mike Hostetter (Telperion) was in third place with 4 points for offices that included the Imperial Grand Admiral and Defender of Freedom. Stewart Vachal (Sigurd) helped Kal Torak win with his 56 votes.

Corey Dightman-Kovak wins Adventurer Kings game 283

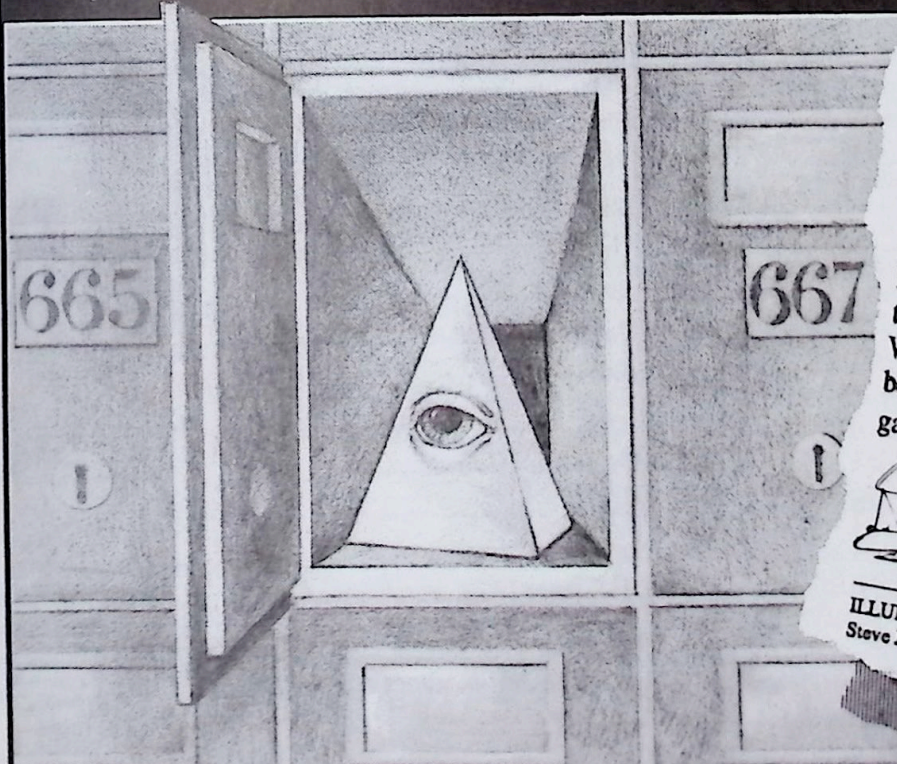
The Good King Corey (Corey Dightman-Kovak) achieved a narrow victory over King Kao (Philip Barker) in Adventurer Kings game number 283. Corey had a total of 43 points from imperial offices, including World Emperor, Esteemed High Chancellor and Lord High Defender (all held by different characters.) Kao had 35 points from offices, including Imperial Treasurer, Imperial Grand Admiral and Arch-Mage Palatine. Royal Heir 11 (Jordan Camp) came in third with the Imperial Grand Marshal title among his claims to glory. King Highland II (Ryan Vial) was fourth.

John Condon wins Adventurer Kings game 284



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The Good Queen Esmerelda (John Condon) was unanimously elected World Emperor to win the limited-diplomacy game 284. Esmerelda had 42 points from imperial offices, including Imperial Treasurer, Imperial Grand Marshal and Savior of Human Kind, in addition to the Imperial crown. Rasputin Dreamweaver (Rico Mariani) was second with 26 points for offices, including Lord High Defender and High Priest Palatine. In third place was Eregon (Craig Borri), fourth was Seamaster Silvermane (Curtis Webster, who was Imperial Grand Admiral, of course), and fifth was New Age Girl Mary Moon (a name to inspire terror in Ron Reeves' opponents.)

KEITH LANGLEY

One True Faith

Game #2: Ettahae, God of the Earth and Tyr, God of Justice have combined forces, to take all of France from Storch, God of Drunken Debauchery. Storch's last holdouts, in Normandy, dealt enormous damage to Tyr's army with artillery--despite the use of SEVEN "disrupt artillery" potions by Tyr, and a severe case of boils that incapacitated Storch's high priest!

Magian, God of Disease, assaulted the Moroccan holdings of Chicane, the Trickster God, in a surprise amphibious landing. The rest of the world has been mostly peaceful (although life is tough for the agnostics); Gramunch (Goblin lord; God of the weak and downtrodden) has whined and bootlicked his way to the top and currently holds the lead. Mobius the Eternal, God

of the Undead, has dropped out after being pounded by Ettahae in Scandinavia.

Game #3: Compared to game #2, all is sweetness and light. Cooperation abounds as all the deities busily conquer or convert agnostics. After a province-trading frenzy early in the game, most deities have settled into discrete geographic areas. Dudley the Purehearted and His Mounties occupy France, where they are busily polishing their armor. Drehme, Lady of Dreams, controls Ireland and central Germany. Kashelo, Lord of the Sea, rules England and Denmark. Mercanna, Goddess of Sea Traders, is scattered from Arkhangelsk to Spain and North Africa; She claims She likes it that way. Vulcan, god of Metalsmithing and Logic, has taken over Lusterra's position; he staged a coup d'etat after being told once too often to make an exotic leather toy for the Mistress of Lust. He controls Italy and Morocco. Taverna, Wench Extraordinaire, controls Poland and surrounding areas. Crispin the Torturer, God of Machines, has an empire with Egypt as its heart; He also controls Sweden. Flush Rimbaugh, God of Malicious Deceit, is centered in Rumania. Roebuck the Seer controls the Black Sea area.

Game #4: The first turn has just been processed; I can't say much about where people are, because they'll know too much! The pantheon consists of: Aniforani, evil God of Revenge; Vlad, evil God of Death; an unnamed evil deity; Agape, good Goddess of Love; Tinuviel, good Goddess of Elves; Joss, good God of Wealth; Halthor, neutral God of Death; VeesaGolde, neutral Goddess of Shopping and

Enabrin, neutral God of Wealth.

It will be interesting to see how the Gods who share a sphere of influence (wealth and death) will deal with each other. Are they allies or enemies?

This game has been set up with a much higher concentration of priests and heroes, and with agnostic priests who actively protect their flocks; I'll let you know how the experiment goes.

MARGUERITE DIAS

Kavernes

The bell tolls?

For whom does the bell toll?

Not for thee, certainly,

Not yet, anyway.

Who then?

Beet L. Juice.

Who is he, you ask?

He is an ambitious explorer run by G.S. Shoots of Salem, Illinois. Beet L. Juice had gone a-hunting for the Kavernes. Sadly, somewhere in the Kavernes someone (or was it something?) had gone a-hunting for him. Can you guess who found who first?

There was no final ceremony when Beet L. Juice was laid to rest. At least no one has any idea where the Kavernes adventurer took his final breaths down among the dank subterranean passages.

And so it goes? Still, there seems to be others willing to take his place. Crazy? Perhaps. But greed--and--desperation--has a way of twisting people.

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Explorers like Larry Regan, Jarrod Klavian, Nicholas Gryphon, Frank II, Mage Majestic, Tekoa Am Xri, Ravenscroft, Walker Boh and Henri Des Loin are courting disaster (or worse!) with their every move through John Mouldy's Place and below. Some call them brave, others call them...well...it doesn't really matter, does it?

And who will be next to meet his doom? You don't doubt there will be a next? Rest assured, the Kavernes is most...ah...accommodating to its uninvited visitors. Just ask Beet L. Juice.

Did Beet L. Juice have any last piece of advice? He did. Unfortunately, he never had a chance to give it. You see, it's tough to dispense with advice when you're screaming, screaming, screaming. But don't say we didn't warn you. Are you listening?

New Dawn

What do new arrivals in the city of Casbah first see? The Old Quarter. Is it very interesting. Absolutely! Located in the South District of Sector 182-175, the Old Quarter is possibly the earliest-built section of the city of Casbah. As such, it has the quirky delights of the old and the new. Many have been awed by the writhing and stalactitic extuberances of the architecture there.

And what locations might be recommended to the newcomer? Well, for starters there's the Palace of Opulence for those with rich tastes. Serenity Lake is a wonder for those seeking a placid waterside rest. The Museum Of The Ancients can be a great learning experience for those who contemplate the past. The Shining Church of Sol might just be the spot for those of a religious bent. Meanwhile, there's the Hospitality Suites or South Comforts that offer relaxation to the weary. Finally, the Jubah Laboratories tout some of the more unusual elixirs and potions for those with money, knowledge and discriminating tastes.

Yes, the Old Quarter is a most intriguing part of New Dawn. But let's look beyond the scope of the Old Quarter, since, as always, there are other things to see, events to glimpse before they all but vanish in the ether...

A group called the Mischievous Beavers is touring about. And two of their number go by the names of Mole and Muskrat. It's said they've been quite interested in a few of the Old Quarter sites.

Then there's the outfit called the Dal-Tons. Rangers by race, nature and inclination, they've left the comfort of the woods for the big city of Casbah. It's rumored that Quagga, apparent leader of the Dal-Tons, is searching for the perfect encampment.

And then there's Seth Timora. You can't but notice him...he's a Wayfarer...you know, the one with the silver body, gold hair and brilliant white wings. If you look hard enough at the skies you might spot him soaring through the air.

What about a character with the glorious name of Sir Duncan MacDragan. A person of Scotch background, he's been busy scouting out

the Old Quarter and its environs...probably a personal survey of sorts.

Another lone Scotch, Cormac mac Chuhlian, has also been seen in the Old Quarter. There were discussions that this impressive Scotch specimen has committed himself to religion of Sparta, a warrior faith. But he's also been seen foraging about.

A Pantha, Tauren Mistwalker, has been researching his own ancestral roots. In addition, as done by many newcomers, he's been checking out the job possibilities in Casbah...so far, no word as to the results.

There's been yet another bloody altercation in Casbah's Old Quarter between drunken Vikings and Orcs. A tavern was nearly set on fire... and all because of an argument over a woman...the more things change, the more they are the same.

Cyberfringe

Troubles usual on the Net. The Ten Watts gang has been active (maybe overactive) in personal cybernetworks. Who knows what they've been plotting, but they're awfully busy. And that's not all.

There are hints that artificial intelligence (the AIS) are gradually testing the waters, moving into other networks...without the knowledge of the megacorporations! Cyber life...artificial life...is there any difference.

And power grids on the Earth Cybertronic Network are again being tampered with. The power consumption levels have increased dramatically at inopportune times and ECN officials are frantic with worry. Word is out that the ECN suits have authorized the use of new sniffer programs to find the source of this usage.

Finally, the new set of tools has been released on the Net, the Three-Six Implements, have been utilized by unscrupulous elements to taper with the ECN data structures. The creator of these tools, a shockcompjock named Bernie Waks, has been indefinitely detained by ECN Internal Security forces; in fact, there's gossip that Waks is now being "commissioned" to construct new software to wreck his dangerous Three-Six tools.

PRIME TIME SIMULATIONS World Conquest

Game 201 - THOMAS BERENDT saw *another* opportunity and took it! Now Tom is King of the hill, top of the Heap, and Master of all that surrounds him. This is THOMAS's 5th win, which makes him our newest ACE and was good for 235 Victory Points (VP). Congratulations THOMAS, for a ruthless demonstration of *MODERN WORLD CONQUEST* skill!

Game 202 - STEPHEN BUCHHOLZ earned his second *WORLD CONQUEST* win, worth 201 Victory Points by blowing everybodys doors off. STEPHEN raced to victory by defeating 3 former game winners and a swarm of experienced players. He built nothing larger than

a 6-step city and had only 70 BS of production at the end. The second place player, Chris Levelton, (a former WC victor himself) had only 8 citys but he had 76 BS of production. STEVE attributes his win to 3 things: Attack! Attack! Attack!

Game 203 - CHUCK PECKA stole his 1st WC victory, which was worth 125 Victory Points. I don't think anyone had a clue he was leading. Remember CHUCK, you can only steal one game! (We asked him to give it back, but CHUCK declined...)

Game 205 - RICARDO CALDERON gained his 1st WC victory in one of the closest games we've seen to date! RICARDO and 2nd place player, Ken Mitchell, both achieved 12 cities on the same turn - but, according to our tie-breaking rules, RICARDO had MORE VILLAGES, and hence, was the player to trigger the EOG warning! Other notable players were, Eric Gunderson & Robert Sabba! This game had it all! Great victory RICARDO!!!! This was worth 133 VPs to the RICARDO!

Game 206 - ANDY MILLER won his 1st WC victory, which was worth 125 Victory Points! ANDY managed to fulfill the EOG conditions just in time, as the second place player, Brad Froehlich was hot on his heels. Great victory ANDY!

Game 208 - MARK ADAMS earned 166 Victory Points for his 1st WC victory (and a decisive one it was!)! Mark jumped into an early lead and never looked back! Look to see this warrior in other victory circles in the near future!

Game 209 - "Mines and Militia Beat 14 High Explosive Warheads!!" That's a headline BOB LAVENTURE read with a smile on his face as he thought about his victory in *MODERN WORLD CONQUEST* Game 209. This was worth 270 Victory Points to BOB since all the players were WC veterans or past game winners. Dave Snyder (2nd Place with 11 cities) led the furious assault by launching 8 HEXs, but the militia absorbed most of it while mines blocked Dave's Battleship Fleet in the harbor. If his attack had been successful, Dave would have triggered a new End of Game Warning. As BOB will tell you, it pays to plan ahead.

Game 210 - JEFF BENEFIEL gained 137 Victory Points in his 1st WC victory!! This game was a close one. Gleen Menser made a charge at the end to actually end up with more cities than JEFF, but as JEFF had been the one to trigger the EOG Warning (and nobody took a city from JEFF), JEFF wins by default. Great end game gentlemen!

Game 211 - CHRIS KANUTE won his first *WORLD CONQUEST* victory by overwhelming his opponents with production (Translate that BATs) from his 8 (yes, eight) metros. His 106 buildsteps were 26 more than his closest rival's. Great game CHRIS! CHRIS earned 188 Victory Points!

Game 212 - LARRY WARD patiently demolished all who stood before him. This is

LARRY'S 3rd Win and was worth 231 Victory Points and moves him to ELITE ranking. His opponents affectionately refer to him as The Buzzard! Look in the sky!!! Are those Victory Circles??

Game 213 - Seattle has put its imprint on *WORLD CONQUEST* and the shoe belongs to ROBERT GIULIANO. This was his first WC Victory and was worth 132 Victory Points to ROBERT. This shows out the importance of communications. Cory Rueb had a commanding lead at midpoint but players got together and stopped him. From the pack Michael Edgar and Ken Hennem emerged as the strongmen. ROBERT, however, with far fewer buildsteps wedged his way to victory. This is another fine example to illustrate that it is not how may buildsteps you have, it's how you use them.

Game 214 - Congratulations to JON

WOOLDRIDGE for winning the fastest, bloodiest craziest *WORLD CONQUEST* game ever! 7 Turns!! We started this game a bit different... Every city in the game was owned by a player! Players were supplied a map showing the entire world, and 'bid' for each city. Once the bidding was over, units started marching! JON captured 5 more enemy held cities in 7 turns to give JON his 5th WC win, making him our 5th *WORLD CONQUEST ACE!* (To be an ACE, players must win 5 games.) Great win JON. Tough competition made this game worth 415 Victory Points to the winner.

Game 216 - CHUCK PECKA (2 Games, 2 Wins) and JIM RICE (1st Win) won this game going away to share 232 Victory Points. They sent out blocking forces in the last turn so that no one could retake any of their cities. Great win gentlemen!

Game 223 - JOE SCHEBEN'S 1st WC victory was worth 124 Victory Points! This game ended before game 214 and JOE dang near tied the existing record for the earliest victory in turns (14) and he did it without a strategic redeploy! (I wouldn't have thought it possible... -br) Great victory JOE!

Game 224 - Ask ROY GOODEN and he'll tell you that the best kind of victory is when you beat your friends to the final city. Kevin Bell, a friend of ROY's, was one turn behind him. This was a private game between friends and was worth 131 Victory Points. Nice victory Roy!

Game 227 - CORY THOMAS won the First Airstriking Airbase game for his 3rd Victory, worth 206 Victory Points. This was a classic race to the finish. Dean Gregg and CORY both broke the 12 city barrier on the same turn, but CORY had 1 more village. This was a

PAPER MAYHEM BACK ISSUES

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#70	Urban Empires, Jurien Range, World Conquest, Cosmic Crusaders	\$5.00
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#72	Adventurer's Guild, Thunder at Sea, Traveller PBM, You Rule!, Family Wars, Out Time Days, CTF 2187	\$5.00
#73	Smuggler's Run, World War IV, Victory!, CTF 2187	\$5.00

tough loss for Dean... Way to hang in there, CORY.

Game 239 - DENNIS ALLMAN accomplished 2 unique *WORLD CONQUEST* mileposts. This was DENNIS'S 1st WC Victory, worth 109 Victory Points, and it was the quickest NEW PLAYER game yet. HE DID THIS BY TAKING A NEUTRAL FOR HIS 12TH CITY!!! That's the first time for that. I'm sure we'll be seeing Dennis in the Victory Circle again.

SUDDEN ASYLUM

SpyKor

Game 7 of SpyKor recently ended with Patrick Rodgers, playing the omnipotent Church of the SubGenius, Incorporated, picking up his second victory in as many completed games. There was never much doubt about this one as the Church rallied its followers behind the sacred cry of "Praise Bob!" and destroyed all challengers in a record 9 turns! This is a mark that we are all predicting will stand for some time.

Once again, the telling factor was tek-nology. The Church rapidly built up its tek and air-dropped on its enemies' headquarters before they knew what hit them. A Kor with a number of spies on highly trained sabotage missions would have made things very difficult for the Church, but the threat never really transpired.

Congrats once again to Patrick and thus, he has thrown down the gauntlet to all comers.

Game 6 continues into 20+ turns with 5 of the 8 Kors eliminated. All that remain are Necronimco (played by Deb Thomson), YoYoDyne (Tom Jensen), and DrugsByVader (Patrick R., of course....). Vader has recently eliminated Loony Tunes by stealing all of its stock holdings while YoYoDyne has absolutely crushed Black Sun and Hefner, Incorporated with devastating bombing runs. It seems to be a battle between intrigue and might while Necronimco sits calmly by, apparently content with a second place finish.

Game 8 has just gotten underway and has been action-packed from the beginning. After only 5 turns, two Kors are out of the game due to massive PR losses. It seems that the world has been virtually blanketed by plagues from one end to the other (with a few areas owned by a FEW KORS that have strangely been immune....). Interpol instantly jumped on the case and thought they had discovered the culprits that had unleashed the devastation. In a series of public announcements, blame was laid on a series of Kors with attending PR losses each time. For some strange reason, that didn't seem to stop the plagues. Everyone is convinced Interpol had blamed the wrong Kors which nonetheless felt their power dwindle as a result. Camelot, Inc., known far and wide as "The Arthurian drug dealers the 21st century," suffered worst.

Following the erroneous announcement, their all-too-geniuene (and all-too-massive) crime network was uncovered. The citizens of the world revolted against them and forced the position out of the game. Augustus, Inc., (what's with the historical references, here?) was soon to follow. The game has now settled down to mainly two separate wars with Pinkerton's and Hammer, Inc. going at it on one front (Hammer has been publicly announcing Pinkerton's as the REAL originator of the plagues....) and Arrakis Unlimited battling it out with the Bloodsucking Marauders on the southern front. Revelations, Inc., an engineering firm with some rather strange apocalyptic philosophies, and the Public Broadcasting Service content to see who survives.

We are currently taking signups for Game 9. If you are interested, please see our ad and Gameline submission elsewhere in this article.

FLASH!!!

We are putting the finishing touches on our first Sudden Asylum newsletter. It contains an overview of SpyKor, a brief history of the game, news on variants, strategies, and rules addenda, as well as an article on the new ratings system to be implemented with the beginning of Game 9. If you would like to receive a copy free of charge, please write to Sudden Asylum at the address shown in our ad and include a SASE with \$.55 postage.

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DIARY OF A GAMER: AN ACCOUNT OF MY LOST WEEKEND AT PBMCON

By Cole Christy

7:30 P.M., Thursday, June 1, 1995 - I arrive at the Ramada Hotel in Palatine, IL, site of PBM Con. My friend Kevin is in the lobby, having also just arrived. Kevin and I are old gaming friends and have planned this meeting at PBM CON for some time. He lives a 5 hour drive east of Palatine and I live a 4 hour drive west, so it's an ideal way for us to get together for some gaming.

8:00 P.M., Thursday - We go up to our room, order a pizza and begin the games. Kevin has brought Axis & Allies with him and also has the new expansion by Xeno Games. This is the best expansion I've seen for Axis & Allies. It has a new map, very extensive new rules and added figures. For instance, there are 1/2 battleships available, figures for the French and the Chinese, rules on war declaration, lend lease rules for the Americans, etc. Kevin takes the Axis, I the Allies.

11:00 P.M., Thursday - The game is an even match in the early going. Kevin has destroyed the Chinese with his Japanese forces and Germany has conquered France. I am doing well in Africa with the British and the remains of the French.

Midnight - The U.S. fleet is destroyed at Pearl.

3:00 A.M., Friday, June 2, 1995 - Kevin is gaining an advantage, pressing hard on Russia. I have pushed him out of Africa and still have a strong British fleet.

5:30 A.M., Friday - The end comes, I concede a game that I obviously can't win. We hit the sack. It's going to be a short night.

8:30 A.M., Friday - Up and at 'em after barely three hours sleep. Shave, shower, etc. A nice buffet breakfast in the hotel restaurant.

10:00 A.M., Friday - Let the games begin! PBM CON is officially underway. Eric has joined us, another gaming friend of Kevin's who lives nearby. The room where PBM CON takes place is very nicely set up. The PBM companies have their booths set up around the outside of the room. The rest of the room has banquet tables and chairs set up for the players to work on their turns. Our little Three Musketeers group grabs a table.

We are all three entered in Continental Rails II, the Graaf Simulations railroad game. The other game that I pre-registered for is El Mythico which doesn't start until Saturday. I decide to play another one today so I sign up for Lords of Destiny, a space game by Maelstrom Games. Kevin and Eric are both signed up for Quest of the Great Jewels in addition to Continental Rails II.

1:00 P.M., Friday - Lords of Destiny is a pretty typical space game so far. I'm working on turn #3, exploring the nearby sectors. I have found an artifact which will give one of my fleets double movement. I've just turned in my third turn in Continental Rails II. I'm second in the Rail Prodigal category and fourth in Mogul. Kevin is third in Baron, the overall category.

4:00 P.M., Friday - Turning in my fourth turn in Lords of Destiny. It's still mostly exploration. I have three characters developed, one of them a level 4 general, my military and economic tech levels are both at three. Turn #6 in Continental Rails II, I've dumped both my railroads as things were not going well. I am leading in the Rail Prodigal category and have decided to go all out to win Prodigal as it's my only chance to accomplish something in this game.

6:00 P.M., Friday - Big news in Lords of Destiny! I attacked a neutral home world and won the battle. I now own a second planet with Industrial Complexes which is a major thing in this game. I'm still leading the Prodigal category in Continental Rails II. My strategy is to buy PCS as cheap as possible, incorporate them and then sell out after a turn or two and spend the profits on "lavish and ostentatious spending" for the Prodigal category.

10:00 P.M., Friday - Turn #8 in Lords of Destiny - I sent my hero character out to explore and he got killed, I've found a worm hole. Continental Rails II ends at about the halfway point for a normal game. I do manage to hold on and win the Rail Prodigal category. It's not much of a victory but I can say I won something.

11:00 P.M., Friday - Back at the Axis & Allies wars. Eric is playing with us tonight so

it's a three handed game. Eric takes the Axis, Kevin has America-China and Britain-France. I play Russia which has separate victory conditions in this version of the game. Eric is an inexperienced player and it's obvious early on that Kevin and I will defeat the Axis.

1:30 A.M., Saturday, June 3, 1995 - Game over. The Axis is defeated and I win an individual victory with Russia.

9:00 A.M., Saturday - Up and at 'em again.

10:00 A.M., Saturday - Eric, Kevin and I are all signed up for El Mythico, a game of guerrilla warfare offered by Graaf Simulations.

11:00 A.M., Saturday - The Three Musketeers are all located in the western half of the map in El Mythico. We have all allied with each other. I've also allied with Ian, a player located just to the northwest of me. He is an experienced player in this game which I am not. This is a nervous situation, is the advice he gives me is good or is he taking advantage of my inexperience? Meanwhile, Lords of Destiny continues. On turn #9, I won a major battle, destroying a neutral fleet with two of my fleets. I also discovered a black hole and a secret society.

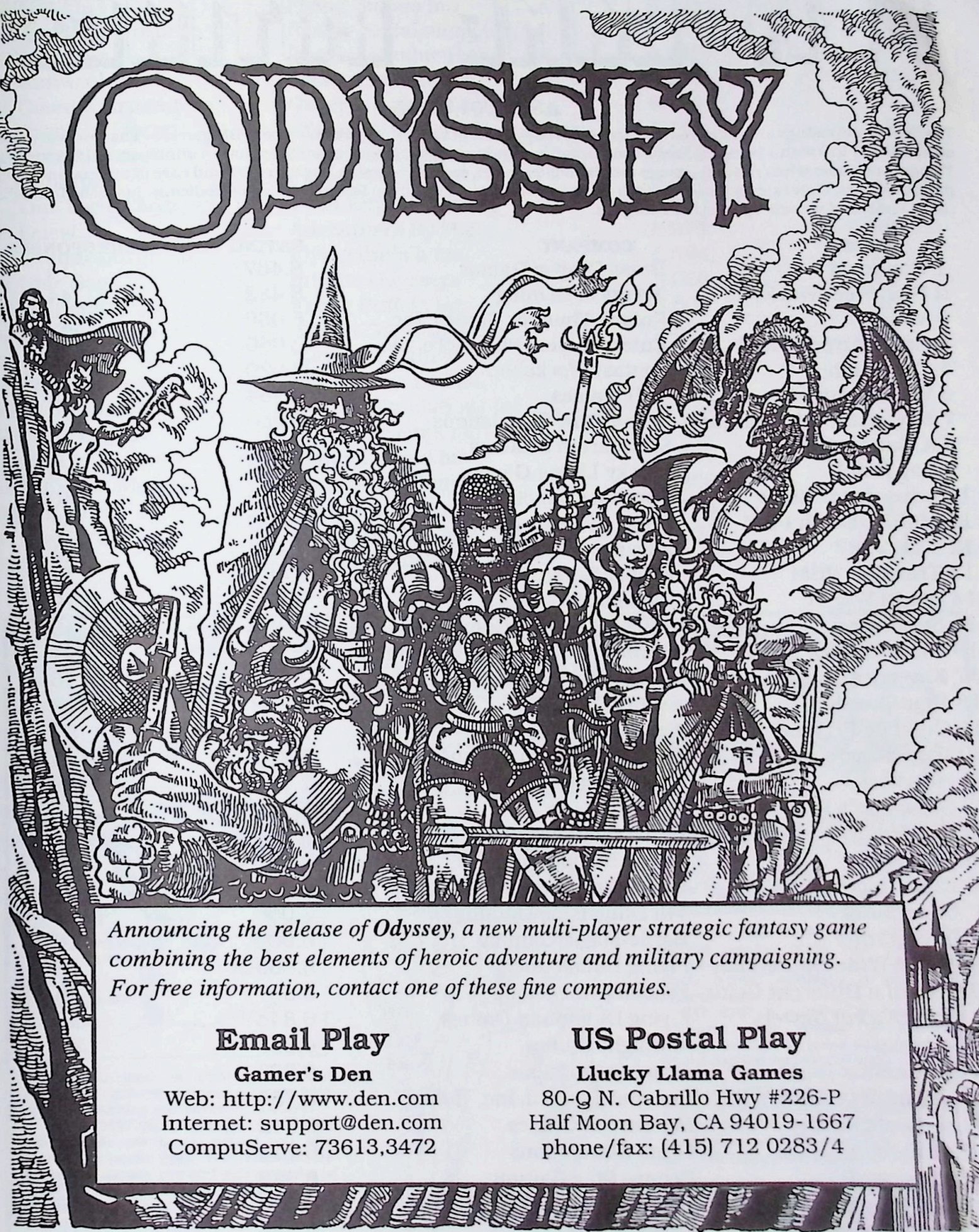
1:00 P.M., Saturday - El Mythico is going very well. I'm building lots of new military units, which has me in second rank in military power. I'm also taking over population centers economically (no bloodshed) and am ranked third in pop control. I haven't run into any enemy players since I'm surrounded by allies.

3:00 P.M., Saturday - El Mythico - On the advice of my ally Ian, I'm taking over some hexes in the capital city economically, seems to be working well. This turn my rankings in the game are Victory Points 3, Wealth 1, Pop Control 1, Military Power 2.

5:00 P.M., Saturday - I've captured another neutral world with Industrial Complexes in Lords of Destiny. El Mythico continues to go well for me. Kevin is

continued on page 48

ODYSSEY



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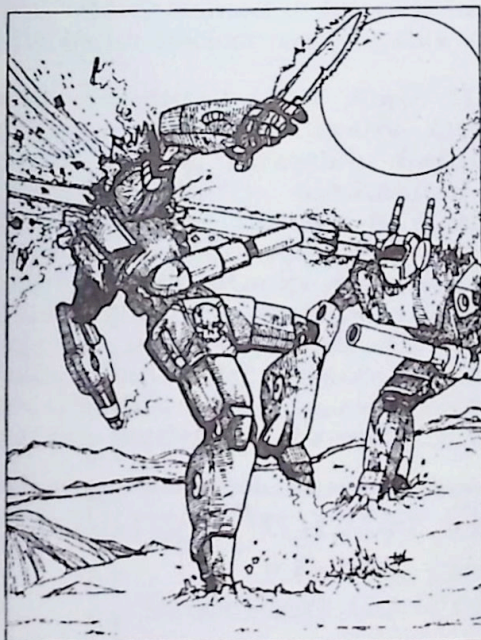
AS OF 07/07/95

The PBM Game ratings are ratings on the service of PBM games sent to us by readers and other PBM gamers. The games are rated on a scale of 1 to 9 with 1 being the lowest and 9 being the highest ratings. Games that are listed have a minimum of 10 responses. Things to consider when rating the games are playability, design, ease of understanding the rules, and ease of understanding the game printouts. Only rate the games that you are currently playing. You can update your rating periodically, just send in another rating sheet and we will update your rating file.

GAME	COMPANY	RATING	RESPONSES
1 Conquest	Brass Dragon Games	8.467	15
2 Star Fleet Warlords	Agents of Gaming	8.432	44
3 Victory!	Rolling Thunder Games, Inc.	8.066	143
4 Adventurers Guild	Entertainment Plus More, Inc.	8.050	30
5 Centurion	Fantasy Workshop	8.020	20
6 World War IV	JFH Games	7.933	15
7 Modern World Conquest	Prime Time Simulations	7.750	16
8 A National Will	Simcoarum Systems	7.615	13
9 You Rule!	Llucky Llama Games	7.556	16
10 Adventurer Kings	Coconut Council Inc.	7.500	40
11 Middle-Earth PBM	Game Systems Inc	7.495	105
12 CTF 2187	Advanced Gaming Enterprises	7.490	51
13 Traveller PBM	Eclipse Entertainment	7.483	12
14 World War IV	High Point Games	7.474	19
15 Supernova II	Rolling Thunder Games, Inc.	7.367	15
16 Gladiators of Death	Fantasy & Futuristic Simulations	7.318	11
17 Kavernes	Marguerite Dias	7.313	16
18 Star Quest	Deltax Gaming	7.278	18
19 Galactic Prisoners	Grandel Inc	7.223	31
20 World Conquest	Prime Time Simulations	7.208	48
21 Atlantrix	Battle-Magic Gaming	7.188	16
22 Smuggler's Run	Distant Vistas	7.182	11
23 Gameplan	Graaf Simulations	7.091	11
24 Starweb	Flying Buffalo Inc	7.023	39
25 El Mythico	Graaf Simulations	7.000	21
Suzerainty	7th Dimension Gaming	7.000	33
27 Into Infinity	Battle-Magic Gaming	6.900	10
28 World Wide Battle Plan	Flying Buffalo Inc	6.889	18
29 Duel of a Different Color	Fractal Dimensions	6.857	14
30 Quest/Great Jewels	Flying Dutchman Games	6.846	13
31 Legends	Midnight Games	6.823	95
32 Continental Rails	Graaf Simulations	6.763	19
33 Darkness of Silverfall	Coconut Council, Inc	6.750	12
34 Lords of Destiny	Maelstrom Games	6.742	36
35 Spiral Arm	Graaf Simulations	6.714	21
36 Evermoor II	Bronze Star Gaming	6.583	12
37 Crystal Island	Saul Betesh	6.533	15
38 1939 WW Battleplan	Flying Buffalo Inc	6.286	14
39 Feudal Lords II	Graaf Simulations	6.278	18

40 Mobius I	Flying Buffalo Inc	6.231	13
41 The Next Empire	Reality Simulations Inc.	6.227	22
42 Alamaze	Pegasus Productions	6.219	64
43 Rimworlds	Palace Simulations	6.200	10
44 Cosmic Crusaders	Genesis Games Design	6.167	12
45 Crack of Doom	Advanced Gaming Enterprises	6.165	17
46 Duelmasters	Reality Simulations Inc	6.056	27
47 Illuminati	Flying Buffalo Inc	6.000	25
Out Time Days	Twin Engine Gaming	6.000	31
49 Quest	Adventures By Mail	5.975	80
50 Feudal Lords	Flying Buffalo Inc	5.864	22
51 Star Saga	Infinite Odysseys	5.650	10
52 Battleplan	Flying Buffalo Inc	5.600	30
53 Death & Sorrow	Eckert Gaming Group	5.583	12
54 Epic	Midnight Games	5.571	28
55 Monster Island	Adventures By Mail	5.489	45
56 Hyborian War	Reality Simulations Inc	5.402	56
57 State of War	Game Systems Inc	5.393	14
58 Heroic Fantasy	Flying Buffalo Inc	5.351	37
59 Into The Maelstrom	Maelstrom Games	5.286	14
60 Kingdom	Graaf Simulations	4.733	15
61 Starlord	Flying Buffalo Inc.	4.636	11
62 Takamo	Advent Games	3.910	10

NOW FOR SOMETHING COMPLETELY DIFFERENT....

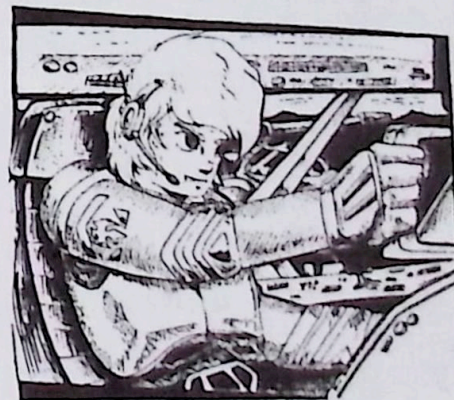
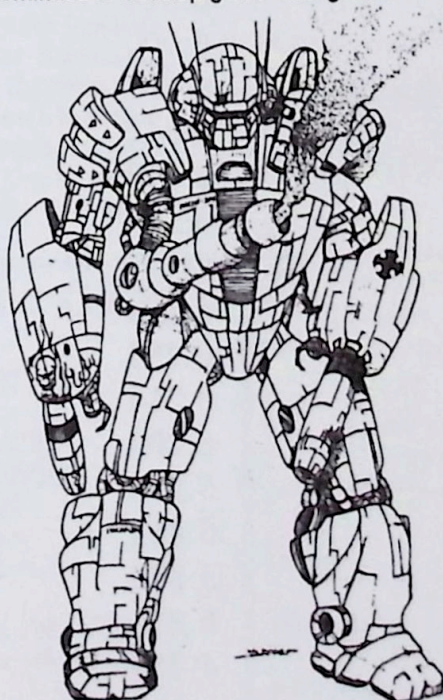


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PBM COMPANY RATINGS

AS OF 07/07/95

The PBM Company ratings are ratings on the service of PBM companies sent to us by readers and other PBM gamers. The companies are rated on a scale of 1 to 9 with 1 being the lowest and 9 being the highest ratings. Companies are listed have a minimum of 10 responses. Things to consider when rating the companies are dependability, quickness of service, how well they handle player questions, how well they keep their players informed, and how well they adapt to player needs. You can update your rating periodically, just send in another rating sheet and we will update your rating file.

	COMPANY	RATING	RESPONSE
1	Entertainment Plus More, Inc.	8.556	27
2	Simcoarum Systems	8.538	13
3	Brass Dragon Games	8.508	13
4	Llucky Llama Games	8.281	16
5	Agents of Gaming	8.217	46
6	High Point Games	8.150	20
7	NLT Enterprises	7.964	14
8	Rolling Thunder Games, Inc.	7.912	151
9	Fantasy Workshop	7.768	19
10	Grandel Inc.	7.734	32
11	Coconut Council, Inc.	7.733	30
12	Fractal Dimensions	7.462	13
13	Flying Dutchman Games	7.417	12
14	Flying Buffalo Inc	7.374	108
15	Maelstrom Games	7.333	42
16	Eclipse Entertainment	7.227	11
17	Prime Time Simulations	7.217	46
18	Battle-Magic Gaming	7.215	26
19	Graaf Simulations	7.106	85
20	Advanced Gaming Enterprises	7.059	59
21	7th Dimension Gaming	6.861	36
22	Deltax Gaming	6.828	29
23	Bronze Star Gaming	6.700	10
24	Game Systems Inc	6.674	112
25	Saul Betesh	6.647	17
26	Distant Vistas	6.538	13
27	Genesis Games Design	6.500	12
28	Marguerite Dias	6.417	24
29	Palace Simulations	6.364	11
30	Eckert Gaming Group	6.250	16
31	JFH Games	6.214	14
32	Midnight Games	6.204	114
33	Adventures By Mail	5.906	101
34	Twin Engine Gaming	5.869	35
35	Pegasus Productions	5.842	57
36	Vorpal Games	5.833	12
37	Constantine Xanthos	4.900	10
38	Yellowseed Games	4.833	12
39	Reality Simulations Inc	4.584	89

So you thought World War III was bad, did you? Well, now you can start....

World War IV



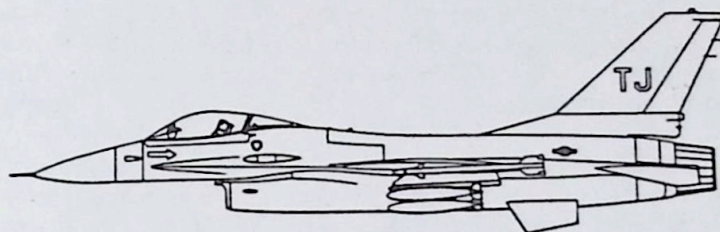
124 different types of military units
Dozens of military and espionage missions
Combined arms
100% computer moderated
40 players per game
Submit turns electronically or via postal service
Free front-end program for email turn submission
Huge 33" x 17" world map
Turns don't take long to fill out
Lots of depth but very easy to play



Economic warfare, foreign aid, nuclear warfare, technological development, national security, espionage, alliances, diplomacy—WW IV has it all! If you've ever wanted to try your hand at *full-scale, global thermonuclear warfare*, this is your chance!

Build everything from World War II-era Field Artillery units to Air Cavalry, Attack Helicopters, Special Forces, Airmobile Engineers and even Cybernetic Infantry. Mechanized units run from the lowly Horse Cavalry to Motorized Infantry, Heavy Tanks, Self-Propelled Artillery, Mobile Rocket Launchers, Hovertanks and even Mobile Strategic Ballistic Missile launchers capable of throwing 1 Megaton nuclear warheads! Antisubmarine Warfare Planes, Jet Fighters, Stealth Bombers and even Gunship Cargo Planes! PT Boats, Destroyers, Cruisers, Battleships, Aircraft & Helicopter Carriers,

Nuclear Attack Subs, Guided Missile Frigates—even Hovercraft, Ballistic Missile Subs and Aegis Frigates are in there. Thermonuclear weaponry ranges from tiny 1 Kiloton nukes through a variety of tactical and strategic warheads including neutron bombs and powerful 10, 50 and even 100 Megaton city-smashing blockbusters. Fixed installations include Air Bases, Fortifications, Surface-to-Air Missile Bases, Anti-Ballistic Missile batteries and more. You can even launch Spy Satellites, Killer Sats, Missile Platforms capable of dropping nuclear bombs anywhere in the world and even orbiting Hypervelocity Rail Guns that can pick off enemy orbital units! There are many, many other units not mentioned here....you just have to check this game out—and since you can get the rules for FREE, what's stopping you?



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CONVENTIONS

GATEWAY 15: 9/1/95-9/4/95 at the L.A. Airport Hyatt Hotel

ORCCON 19: 2/16/96-2/19/96 at the L.A. Airport Hyatt Hotel

GAMEX 16: 5/24/96-5/27/96 at the L.A. Airport Hyatt Hotel

GATEWAY 16: 8/30/96-9/2/94 at the L.A. Airport Hyatt Hotel

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TACTICON '95

The Denver Gamers Association presents Tacticon '95. Held at the Sheraton Hotel of Lakewood, CO September 15-17, 1995. Over 150 events, including Magic, Star Trek: The Next Generation, Civilization, Battletech, Star Fleet Battles, Traveller, Vampire, Empire Builder, RPGA Tournaments and a wide variety of miniature events. Specially featured is the Golden Dagger Tournament for the Diplomacy-minded gamer. Other events include specialized auctions, art show, figure painting contests, seminars and demos. Many manufacturers will be attending the large

dealer area. Preregistration--\$15 for the weekend. For info, contact the Denver Gamers Association, P.O. Box 440058, Aurora, CO 80044, or call (303) 665-7062. For special convention rates for rooms call the Sheraton Hotel of Lakewood, CO at (303) 987-2000.

ANDCON '95-September 28-Oct 1, 1995

Ohio's largest gaming convention moves to Toledo! IN addition to everything AndCon is famous for, a full Science Fiction and Fantasy convention is being added. New stuff will include an artshow, Startrek, costuming and more. AndCon standards include every type of game, including RPGA, miniatures, board games, card games, PBM games, live-action, computer games, etc. For more information: write to ANDCON '94 PO Box 1740, Renton, WA 98057-1740; or call (206) 204-5815, (800) 529-EXPO or Fax (206) 204-5820.

VISIONS '95 - November 24-26, 1995

Sci-Fi convention in Chicago, IL. Doctor Who, Sylvester McCoy, Sophie Aldred, Anneke Wills, Michael, Craze, The X Files, New Doctor Who, Red Dwarf, Hattie Hayridge, Norman Lovett, Babylon 5, Sapphire & Steel, Robin of Sherwood, Michael Praed, Judi Trott and more to be announced. Write to

HMS, P.O. Box 1202, Highland Park, IL 60035-1202 or call 708-405-9461.

EGYPTIAN CAMPAIGN '96

March 29-31, 1996

The S.I.U.C. Strategic Games Society is hosting Egyptian Campaign '96. The event will be held in the Ballrooms of Southern Illinois University's Student Center in Carbondale, IL. Cost for all three days is \$12.00 at the door and \$10.00 pre-registration. There are no event fees. Doors will open at 12:00 noon on Friday and at 8:00 am on Saturday and Sunday. There will be AD&D, an AD&D RPGA tournament, Vampire, Shadowrun, Battletech, Warhammer 40K, Warhammer Fantasy Battle, Magic: The Gathering and many other board, miniature and role-playing events. Also featured will be an auction, a miniature painting contest and special guests. For more information and pre-registration, send a SASE to: Egyptian Campaign '96, The Strategic Games Society, Office of Student Development, 3rd Floor Student Center, Southern Illinois University at Carbondale, Carbondale, IL 62901-4425 or call Joel T. Nadler at (618) 529-4630, e-mail us at ECGAMCON96@AOL.COM or check out our World Wide Web page at <http://www.siu.edu/departments/rso/gamesoc>.

DIARY . . .

continued from page 42

struggling badly, he's run into an enemy player in his province and has to fight for everything.

7:00 P.M., Saturday - Major reverse in Lords of Destiny. I attacked a fleet of 12 BB with my two fleets containing about 35 cruisers. Bad move! My two cruiser fleets are shown as "space debris" on my turn report, the bad guys lost one BB. Oh well, live and learn.

9:00 P.M., Saturday - Working on the final turns of the day. In El Mythico I now have two APC units and a bunch of infantry in the capital city. My ally Ian and I control the capital. I'm running second in two categories and first in the other two. Nothing new this turn in Lords of Destiny. I'm very

tired, lack of sleep is beginning to tell.

11:00 P.M., Saturday - Back in our room. Kevin and I decide to try a card game he has called Spellfire. It's very similar to the wildly popular Magic game.

Midnight - We've played a round or two of Spellfire and call it off by mutual agreement. We like the game but we have to get some sleep.

8:30 A.M., Sunday, June 4, 1995 - PBM CON ends for me. It runs through the day Sunday, but I've had enough. Real world concerns are beginning to intrude. I'm afraid if I go back at 10:00 to do one more turn I'll be there all day and not get home until early Monday morning. So I head for home after a great 2 1/2 days of gaming.

Rating of the games I played--1 to 10 (10 being the best)

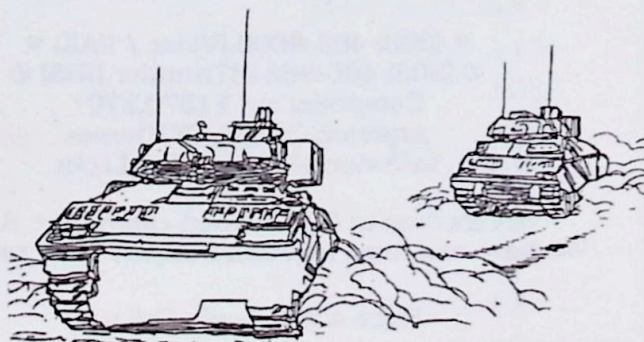
Axis & Allies expansion - 9 1/2, Best I've seen. Continental Rails II - 7, Experienced players have a big advantage.

Lords of Destiny - 7, Good spacer.

El Mythico - 9, Excellent game.

Spellfire - 7, If you like Magic, you'll like this game too.

PBM CON - 10, I have no criticism to offer except that three days turned out to be one too many for me.



MIDDLE-EARTH PBM™

Third Age, circa 1650

"One Ring to Rule them all, One Ring to find them, One Ring to bring them all, and in the Darkness bind them."

—Fellowship of the Ring by J.R.R. Tolkien

ME-PBM™ is a simulation of J.R.R. Tolkien's classic confrontation between good and evil. In the game, 10 players of Good (Free Peoples) battle 10 players of Evil (Dark Servants) while 5 Neutral Players ponder when to choose sides. Lead armies of the Free against the onslaught of Evil or support the Darkness against the coming of the Light! Create your own characters & portraits, and track all the events that occur on your full color 3'x2' map.

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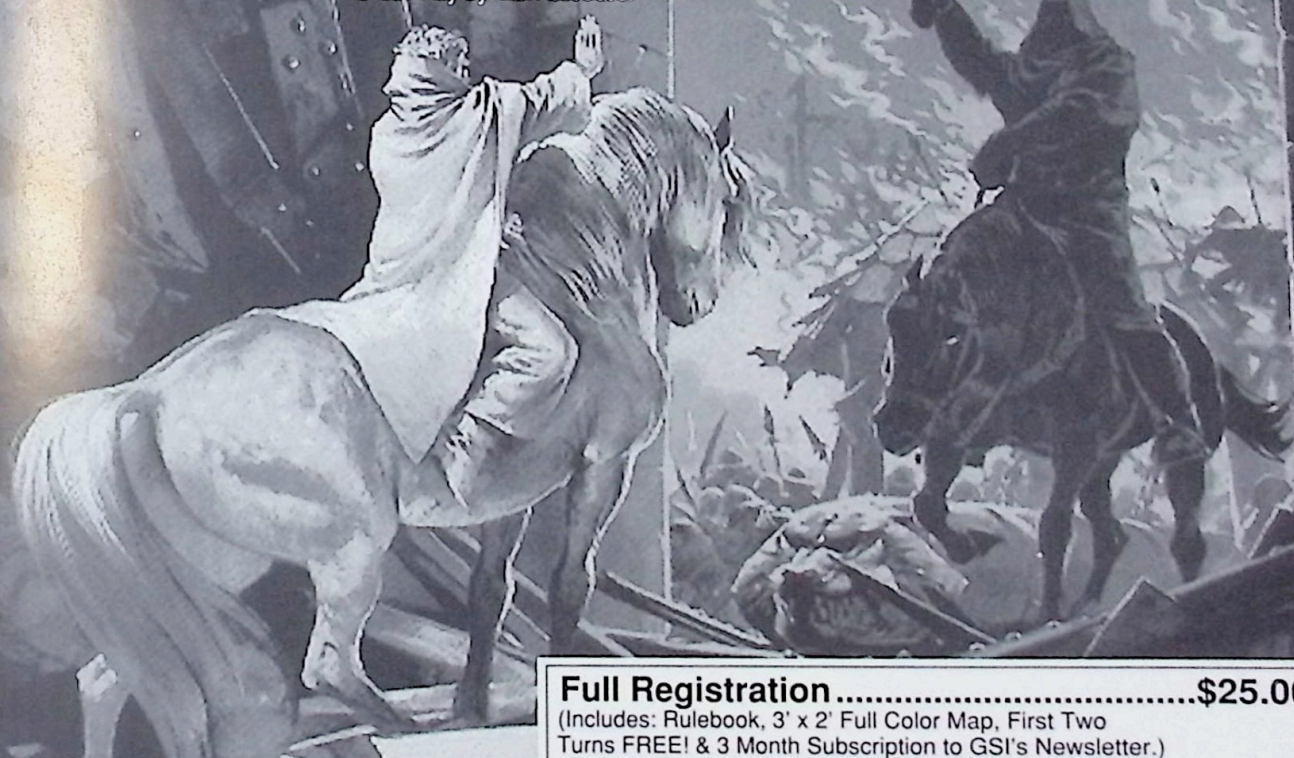
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FIRST 3 TURNS FREE

What is play by mail? This is a game with hundreds of players, where we (Flying Buffalo Inc) act as the referee. Every two weeks you decide what to do with your move, and mail, fax, phone, or modem your instructions to us. We type everyone's orders into our computer, and the computer figures out what happened (making sure no one made any illegal moves). Then it makes an individual printout for each player, showing you only what you can see of the game. We mail this to you, and you use this information to do your next move. The object in Rift Lords is to make more money than the other players. If you do well, your name will be immortalized in our newsletter, and you may even have an opportunity to name a planet.

Why do we do this? We make our living refereeing or moderating this game and other multi-player, hidden movement, play-by-mail games. So naturally there is a fee. But to get you to try it out, we are offering the first three moves completely free, with no obligation. (Except if you decide not to play after trying it out, we would appreciate your letting us know.) If you like the game and want to continue playing, it only costs \$4 a turn (about \$8 a month) for up to three ships. (You can have more ships for a higher fee.) Any number of people can play. Get all your friends to join. If you'll give us their names and addresses, we'll mail them a free copy of these rules. To start in the game, just send us your name and address, and the names you would like to use for your three ships. (Ahem: no obscenities or profanity please. This game is rated "G" for audiences of all ages!) We get you into the game when the next two-week move rolls around. If you like you can ask for the game that has a move a week (if you want to fax or modem your moves in) or the game that has a move a month if you think you might have trouble getting moves in every two weeks. (If you sign up and don't have your own copy of the rules, be sure to mention it.)

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